

VISIT...

LANZAROTE
Caliente.COM

Get Strong at Go Series, Volume 6

Get Strong at Tesuji

Compiled by Richard Bozulich



Kiseido Publishing Company

Get Strong at Go Series, Volume 6

**GET STRONG
AT
TESUJI**

Compiled by Richard Bozulich

**Kiseido Publishing Company
Tokyo, Santa Monica, Amsterdam**

Published by
Kiseido Publishing Company
CPO Box 2126
Tokyo, Japan

Copyright © 1996 by Richard Bozulich

All rights reserved according to international law. No part of this book may be reproduced by any mechanical, photographic or electronic process, nor may it be stored in a retrieval system, transmitted or otherwise copied for public or private use without the written permission of the publisher.

ISBN 4-906574-56-4

All problems in this book were taken with permission from

Tesuji Kyoka Sho

published by the Nihon Ki-in.

First Printing September 1996
Printed in Japan

Contents

Preface	iv
Some Important Terms and Concepts	v
Tesuji Problems	1

Preface

Tesujis are a skillful moves which accomplish some clear tactical objective, such as capturing a group, rescuing one of your own groups, linking up your stones, separating your opponent's stones, making good shape, etc. Skill in finding tesujis is the foundation of middle-game strength. Reading ability is also required, but if you know the kind of moves, i.e. tesujis, to look for, the sequence to your final objective often becomes instantly clear and a lot of brute-force analysis can be avoided.

There are many different kinds of tesujis — cuts, attachments, placements, hanes, descents, insertions, wedge-ins, throw-ins — and familiarity with these kinds of tesujis will give you the ability to recognize the tesuji applicable in a position at a glance.

How does a go player, aspiring to become a dan-level player attain familiarity with all these different kinds of tesujis?

The fastest way is to solve tesuji problems. The problems don't have to be difficult; in fact, easy problems are the most beneficial, especially the ones that clearly illustrate the basic idea of a tesuji and do not involve long and complicated solutions. In addition, you should solve a large number of such problems. The familiarity that you will acquire by doing this will give you the ability to instantly recognize the right tesujis in your games.

It is the aim of this book to provide the reader with hundreds of basic tesujis problems. These problems are not particularly difficult and they should be accessible even to beginning players around 25-kyu. However, it is surprising how even dan-level players miss some of these simply tesujis in their games.

Six problems are presented on a page, and the level of difficulty for each set of problems will differ. Beginning players may want to solve only the simple problems first, then go back and do the more difficult ones later. Stronger players can use this book as a tool to hone their tesuji intuition. If used in this way, it is best to spend no more than 10 seconds a move. But whatever your kyu-level and whatever way you choose to use this book, you will notice a marked improvement in your game after you have worked through the 534 problems in this book.

Finally, I would like to thank the Nihon Ki-in for allowing me to use the problems in this book, all of which were taken from their publication entitled *Tesuji Kyoka Sho*.

Richard Bozulich
September 1996

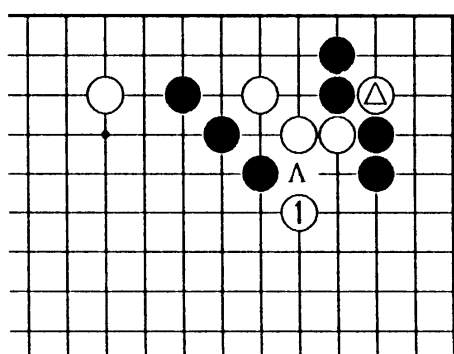
Some Important Terms and Concepts

This section introduces a number of basic Japanese and English go terms that are used in this book. Most of these terms can be found in any beginner's go book, but we define them here for the benefit of readers who may not be familiar with them.

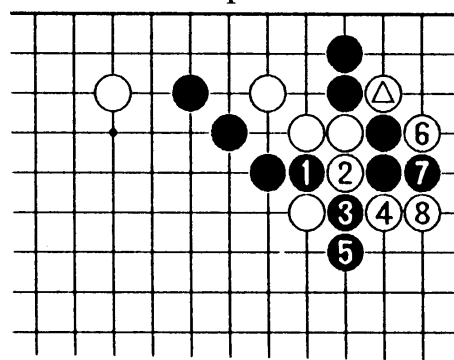
aji

Aji refers to the latent possibilities that exist in a position. Although these possibilities may never be realized, their existence influences the course of the game and enables certain moves to be made.

In *Dia. 1a*, the marked white stone in the corner is dead, but it still has *aji*. Because of this stone's *aji*, White need not fear Black's pushing through at A, so he can jump to 1, rescuing his three stones at the top.



Dia. 1a

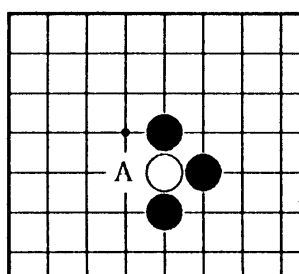


Dia. 1b

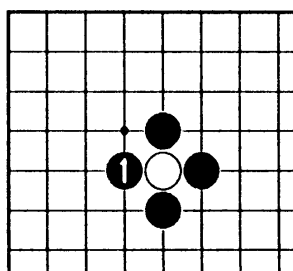
If Black does push through and tries to confine White to the top with 1 and 3 in *Dia. 1b*, White ataris with 4. After Black defends with 5, the *aji* of the marked stone comes to life and White captures Black's stones on the right with 6 and 8.

atari

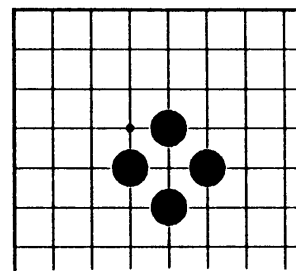
Atari is a threat to capture a stone or a group of stones on the next move. The white stone in *Dia. 2a* is in atari. If White doesn't defend by extending to A, Black may capture it with 1 in *Dia. 2b*. The result of this capture is shown in *Dia. 2c*.



Dia. 2a



Dia. 2b



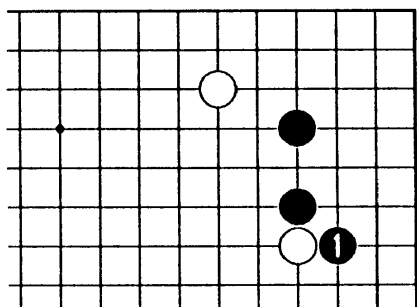
Dia. 2c

gote

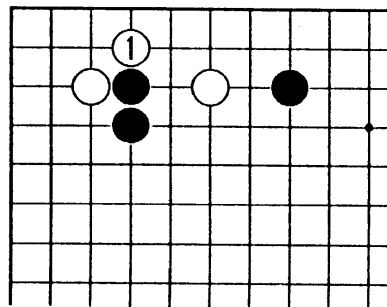
Gote is a move which does not require an answer. Compare *sente*.

hane

Hane is a diagonal move played from a friendly stone in contact with an enemy stone. Black 1 in *Dia. 3a* is a hane against a lone white stone. White 1 in *Dia. 3b* is another example of a hane.



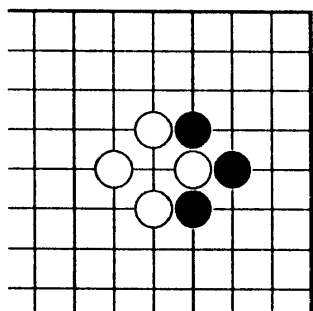
Dia. 3a



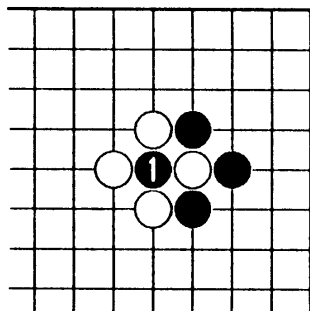
Dia. 3b

ko

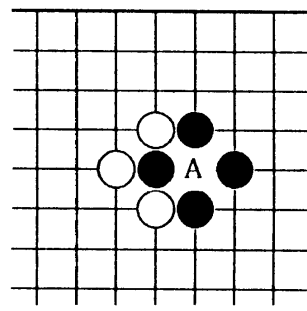
Ko is a situation of repetitive capture. In *Dia. 4a*, Black can capture a white stone, which he does with 1 in *Dia. 4b*. At this point it you might think White could immediately recapture at A in *Dia. 4c*, but this would lead to an endless repetitive capture and recapture. When such a situation occurs in a game, there is a rule which stipulates that the player whose stone is captured must make a move elsewhere before he can come back and recapture.



Dia. 4a



Dia. 4b



Dia. 4c

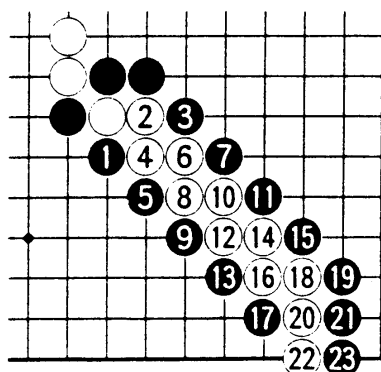
ladder

A ladder is a sequence of moves in which one side keeps giving atari to the other until the stones are driven to the edge of the board or into friendly stones and captured. In *Dia. 5*, Black ataris with 1 and, up to 22, the white stones are driven to the edge. After Black 23, White cannot get out of atari.

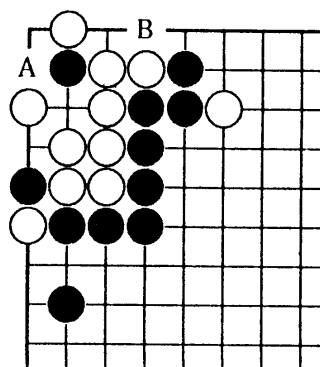
miai

Miai are points of approximately equal value. If your opponent takes one of them, you can (and usually must) take the other. For example the points

A and B in *Dia. 6* are *miai*, so White is alive. If Black plays A, White can make two eyes by playing at B; on the other hand, if Black plays B, White can make his second eye by playing at A.



Dia. 5



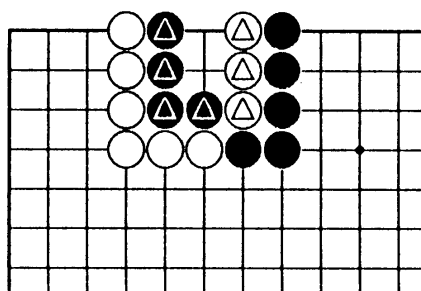
Dia. 6

ponnuki

Ponnuki is the shape made when a stone is captured by four enemy stones. In *Dia. 2b*, Black captures a white stone. The shape resulting from this capture, shown in *Dia. 2c*, is a ponnuki. See *atari*.

seki

Seki is a situation in which neither of two groups of opposing stones has two eyes, but neither side can attack the other without losing his stones. A 'stalemate' between two or more groups. In *Dia. 7*, the two marked groups are in a *seki*.



Dia. 7

sente

A move that must be answered. Compare *gote*.

tesuji

A skillful move which accomplish some clear tactical objective, such as capturing a group, rescuing one of your own groups, linking up your stones, separating your opponent's stones, making good shape, etc.

thick

A position is called 'thick' if it has few or no defects, i.e., cutting points.

Tesuji Problems

Black to play in all problems.

Find the best move and the strongest follow-up for both sides.

Assume that all ladders are favorable for Black.

You may think about the problem for as long as you want.

The level of the problems range from easy to difficult.

Problems on the same page may differ in difficulty.

The number of stars indicate the difficulty:

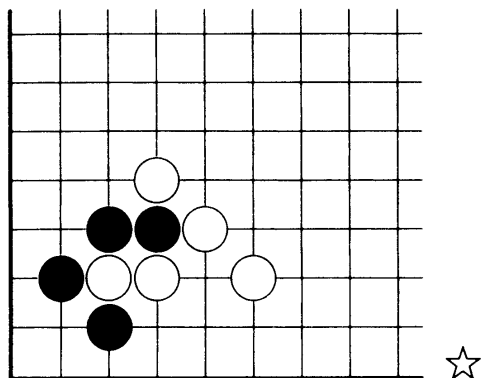
One star: Easy problems

Two stars: Intermediate problems

Three stars: Advanced problems

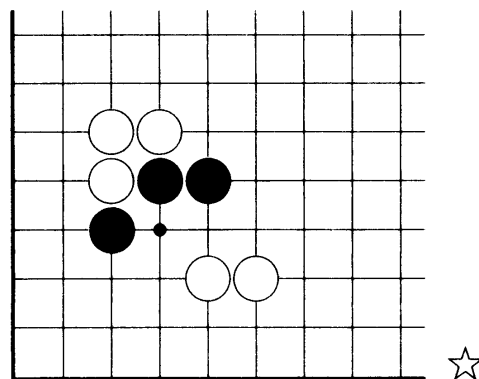
Four stars: Difficult problems

Problem 1



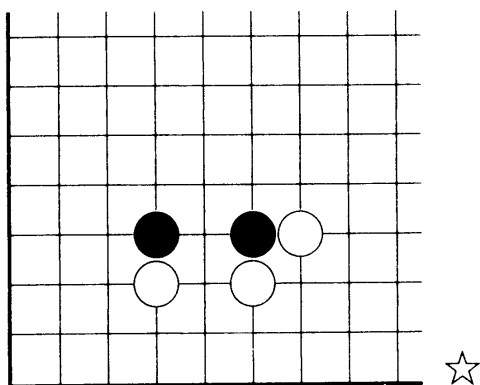
How should Black play in this position?

Problem 2



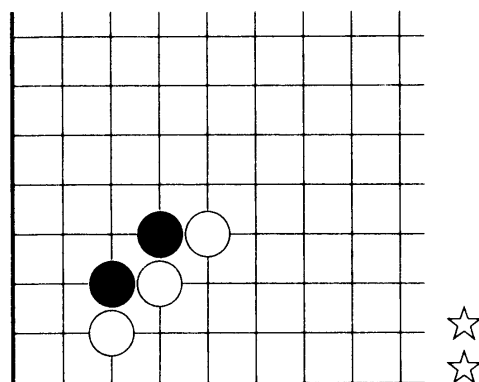
How should Black defend his corner?

Problem 3



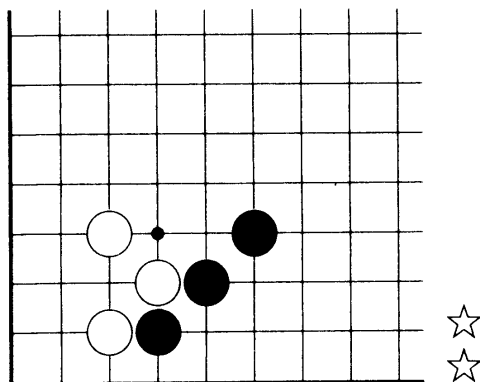
What is the best way for Black to make thickness?

Problem 4



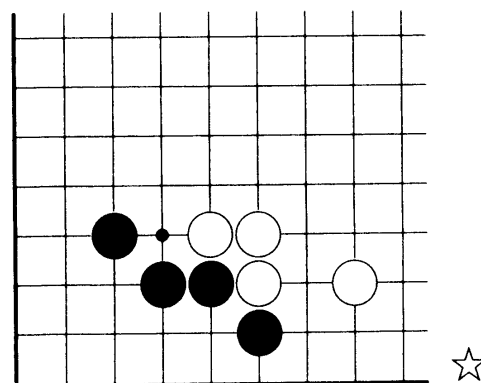
Should Black defend or attack?

Problem 5

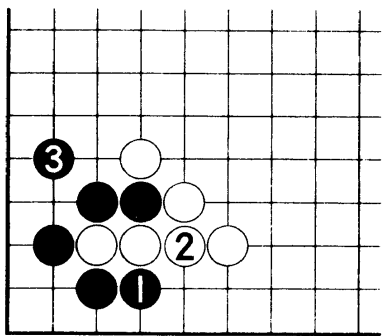


How does Black make good shape in this position?

Problem 6

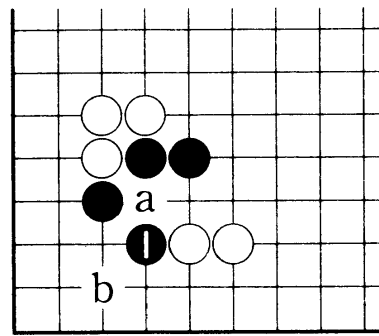


What is Black's strongest move in this position?



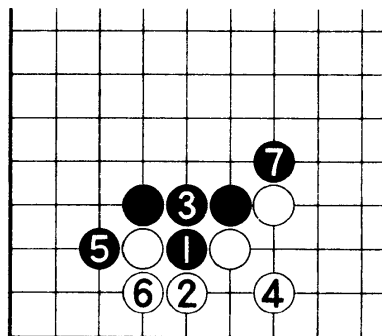
Answer 1: atari

The atari of Black 1 is the only move. This forces White to make bad shape. Black can now defend at 3.



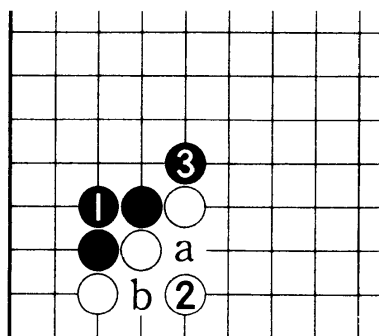
Answer 2: diagonal connection

The diagonal connection of Black 1 makes good shape. If Black 1 at 'a', White will slide to 'b', and Black's stones will be without a base.



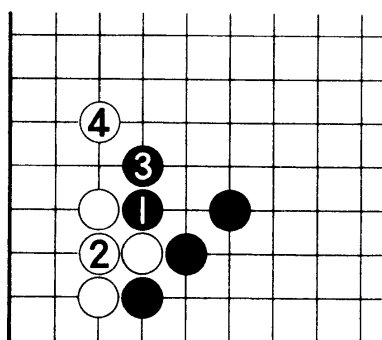
Answer 3: wedging in

Wedging in with Black 1 creates three cutting points. Black gets the better position with 5 and 7.



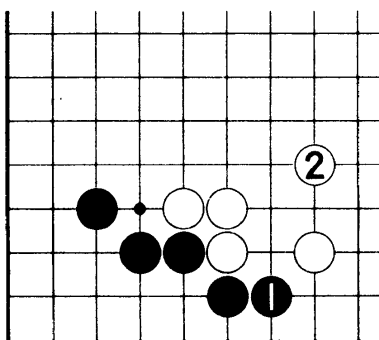
Answer 4: connecting

Connecting with Black 1 is a calm move. Black gets the better position after 3. Black must not use 1 to cut at 'a' or 'b'.



Answer 5: atari

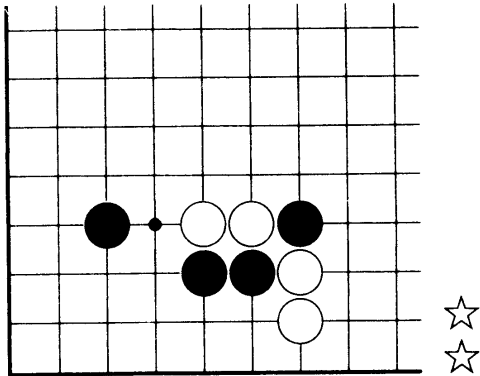
Black must make good shape by first playing atari at 1, then extending to 3. After White 4, it would be too small for Black to defend his stone on the second line.



Answer 6: extending

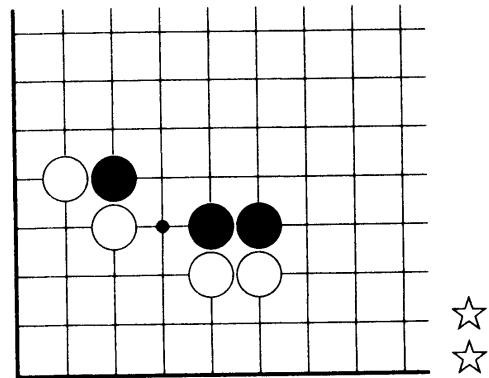
The extension of Black 1 is an important point. It forces White to make shape with 2, so Black ends in sente. It would be very big for White to play at 1.

Problem 7



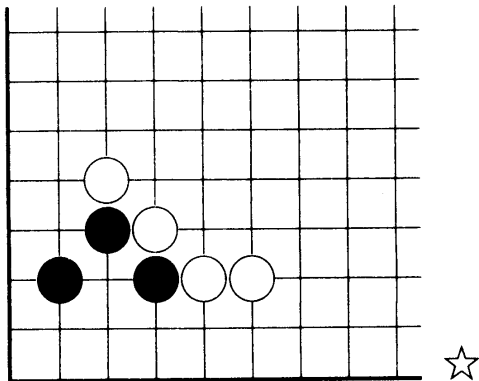
How should Black defend his corner?

Problem 8



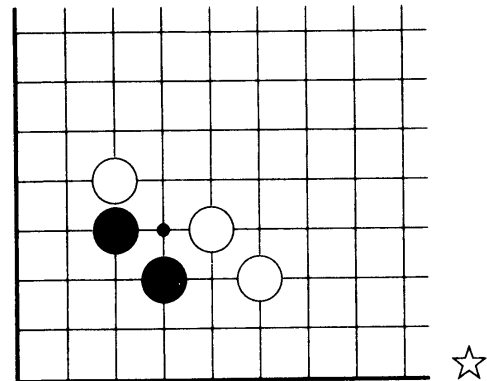
How should Black play next?

Problem 9



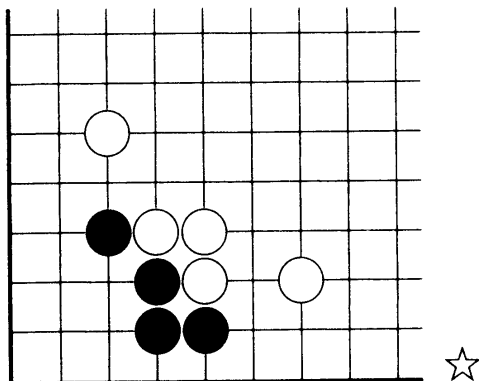
Should Black play an aggressive or a defensive move in this position?

Problem 10



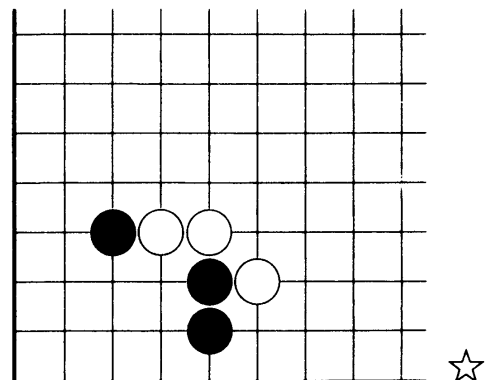
What is the best way for Black to defend his corner?

Problem 11

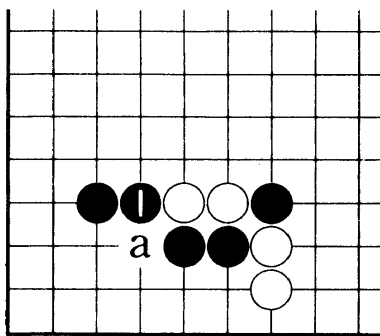


How should Black defend his stones in the corner?

Problem 12

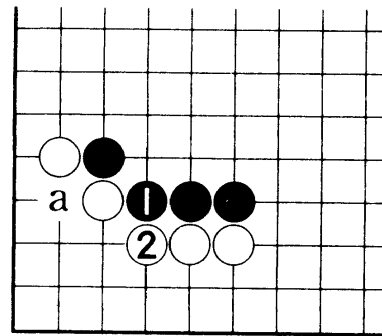


How should Black play in this position?



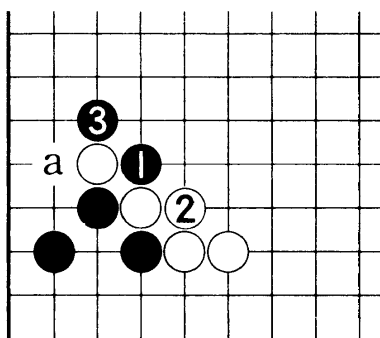
Answer 7: bumping

Striking at the head of two white stones with 1 is best because it reduces their liberties. Black 1 at 'a' is too mild.



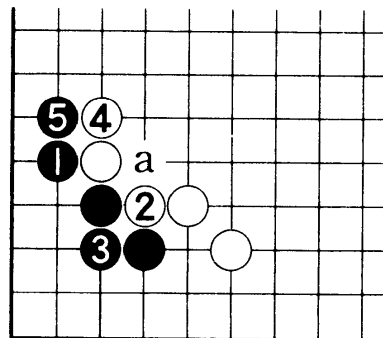
Answer 8: bumping

Bumping against the white stone with Black 1 forces White to defend at 2. Next, Black can atari at 'a', then capture the white stone on the left.



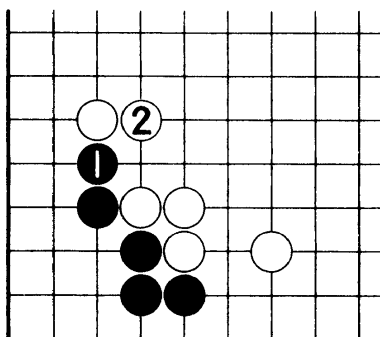
Answer 9: cutting

Since Black can capture a white stone, he should cut at 1 and atari with 3. Black will suffer a loss if he passively plays 1 at 'a'.



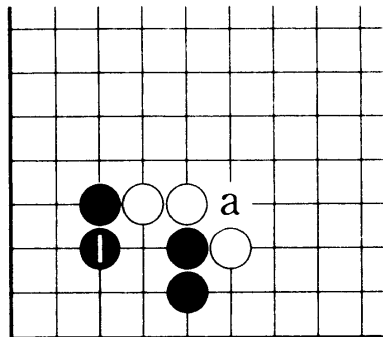
Answer 10: hane

After the hane of 1, Black can solidify his corner with the sequence to 5. Black 1 at 'a' is an overplay: White responds with 2, aiming to cut at 3.



Answer 11: bumping

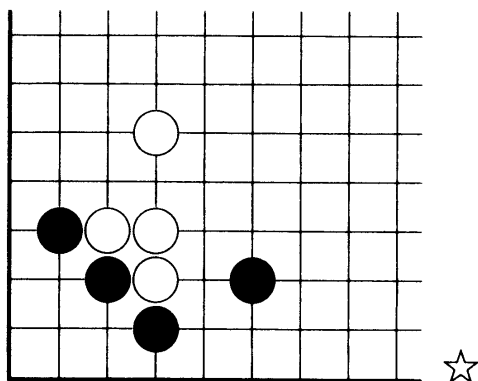
Bumping against the white stone with 1 forces White to extend to 2. Black loses this forcing move if he lets White play here first.



Answer 12: drawing back

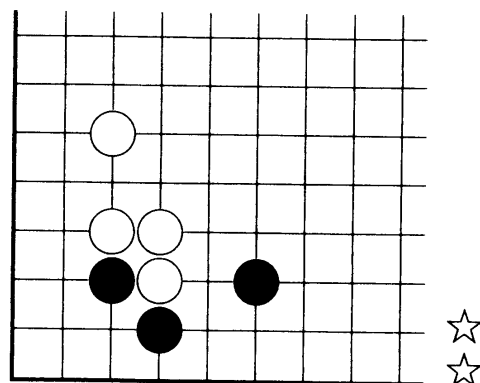
Drawing back with Black 1 is the joseki move in this position. Next, Black aims to cut at 'a'.

Problem 13



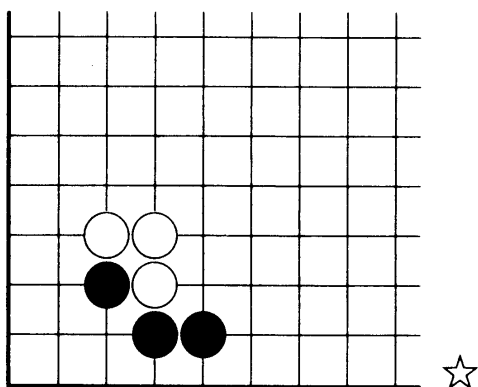
How should Black defend his corner?

Problem 14



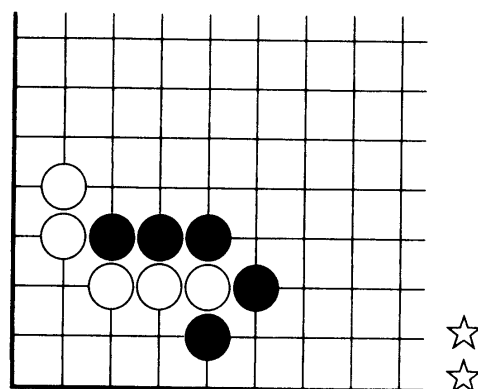
How should Black defend his corner?

Problem 15



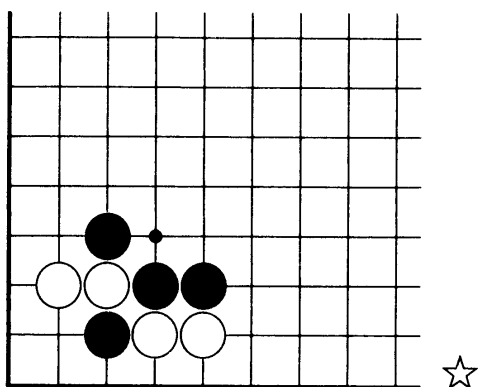
How should Black defend his corner?

Problem 16



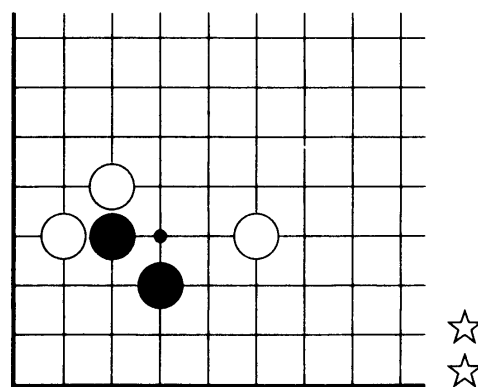
How should Black reduce White's corner territory?

Problem 17

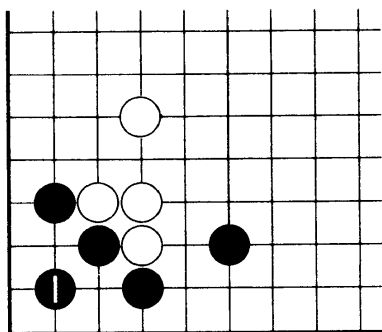


Should Black make an aggressive or a defensive move?

Problem 18

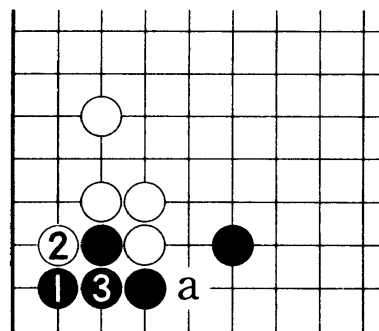


Where is the vital point for Black in this position?



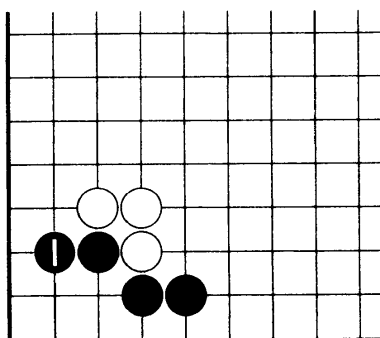
Answer 13: diagonal connection

The diagonal connection of Black 1 is a flexible move which makes good shape and enables Black to link up with his stone on the right.



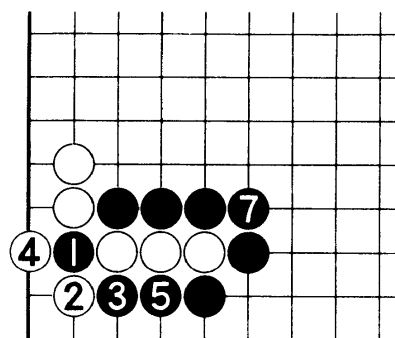
Answer 14: diagonal connection

The diagonal connection of Black 1 is the best way to defend against White 'a'. After 3, White plays elsewhere.



Answer 15: descending

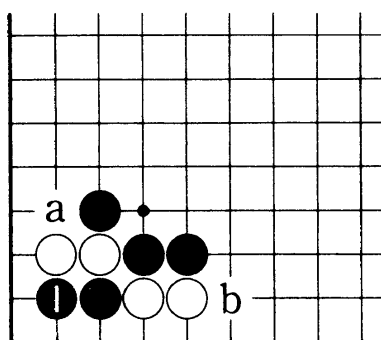
Descending with Black 1 secures the corner. Black now has a base to attack the three white stones.



Answer 16: cutting

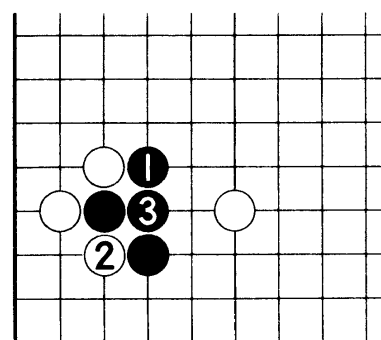
6: connects at 1

Black should cut at 1, squeeze with 3 and 5, then connect at 7. Always force before defending.



Answer 17: crawling

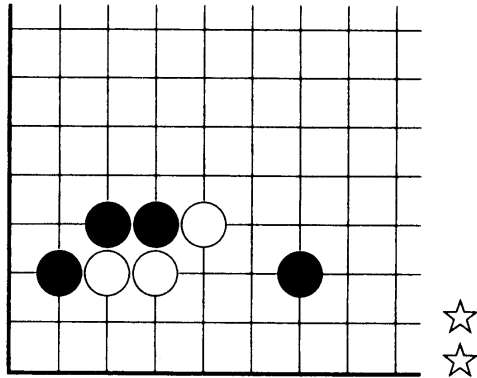
Black should crawl at 1. Next, Black can capture two white stones at either 'a' or 'b'.



Answer 18: hane

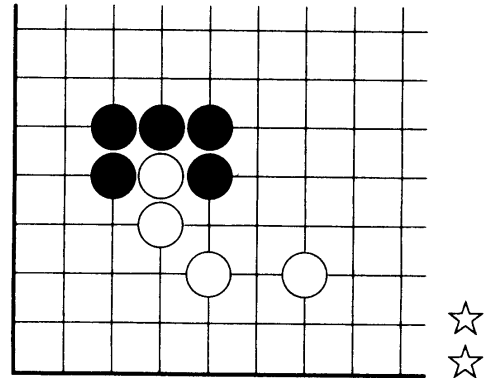
Rather than taking the corner, it is more urgent to keep the white stone on the right separated from its allies on the left. Moreover, Black 1 creates cutting points in White's position.

Problem 19



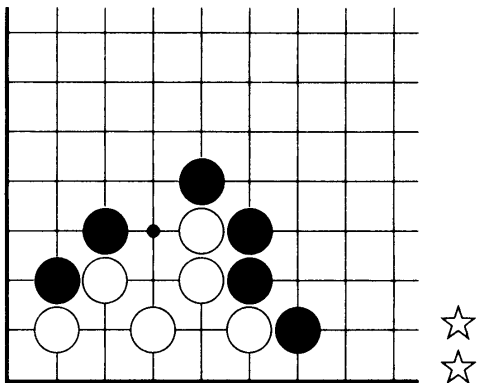
What is Black's best move in this position?

Problem 20



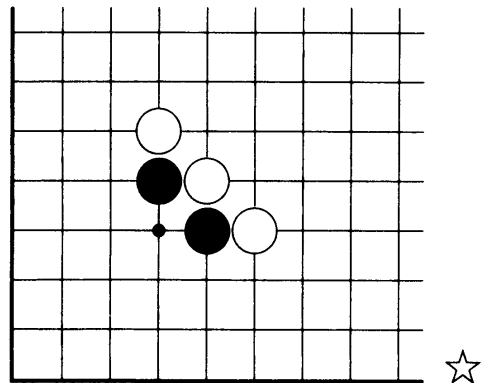
Black should establish a presence in the corner. Which is the best point?

Problem 21



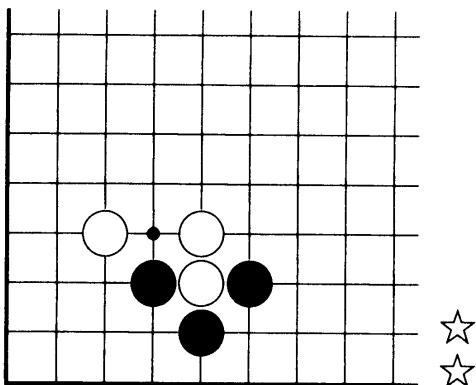
How should Black make good shape for his stones on the outside?

Problem 22



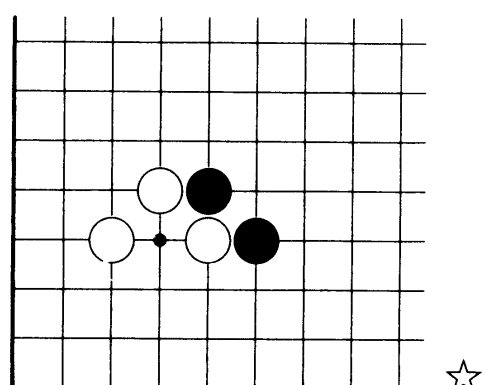
Should Black attack or defend?

Problem 23

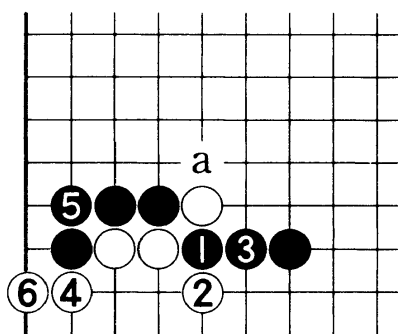


How should Black play in this position?

Problem 24

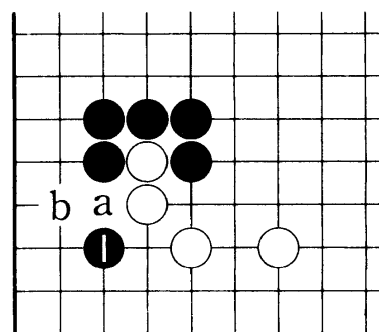


If you are faced with this position in a game, the right move should occur to you instinctively.



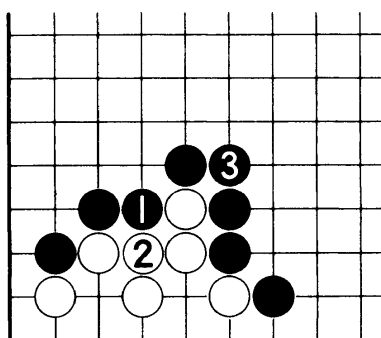
Answer 19: cutting

Black should cut at 1. White has no choice but to atari at 2 and live with the sequence to 6. Next, Black 'a' is a thick move.



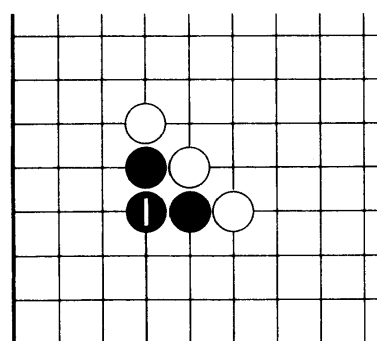
Answer 20: jumping in

Black should jump in with 1. White will exchange 'a' for 'b', but Black is thick above, so he need not worry about the cutting points.



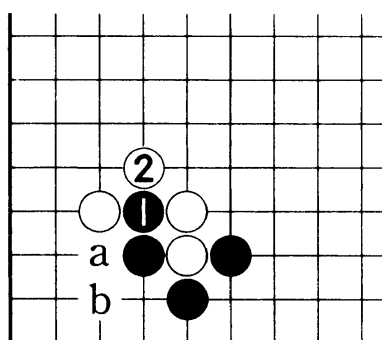
Answer 21: bumping

Black 1 is an aggressive bump against the white stone. After White defends with 2, Black makes thickness with 3. He can now even sacrifice a stone on the left.



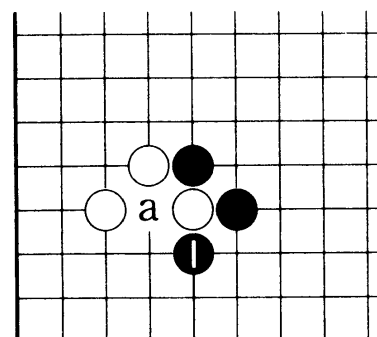
Answer 22: connecting

The connection of Black 1 is a quiet move which waits to see how White will defend against the cuts in his position.



Answer 23: pushing through

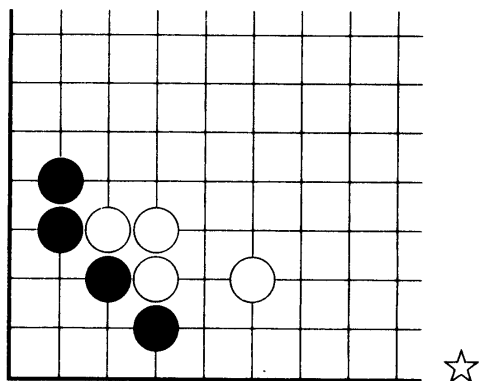
Black should push through with 1 to create cutting points in White's position. Next, Black will defend at 'a' or 'b'.



Answer 24: atari

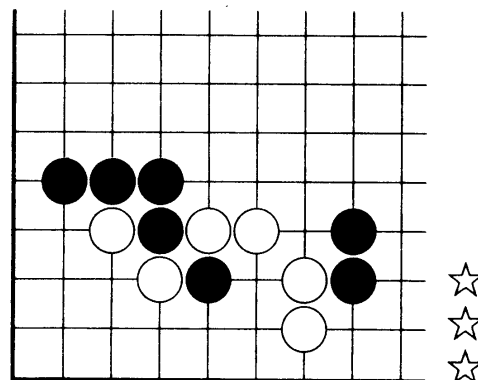
The atari of Black 1 has a good feel to it. If White connects at 'a', he is left with bad shape.

Problem 25



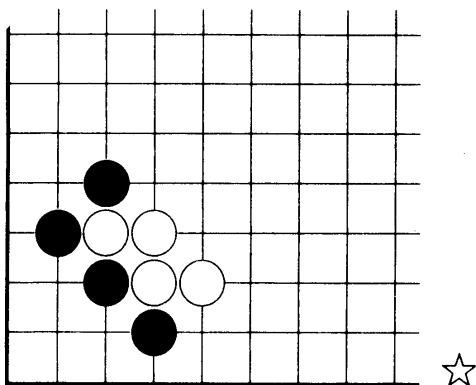
Black has two cutting points in his position. How should he defend?

Problem 26



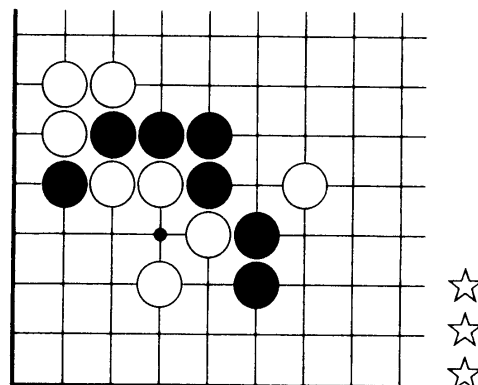
What is the most profitable way for Black to take the corner?

Problem 27



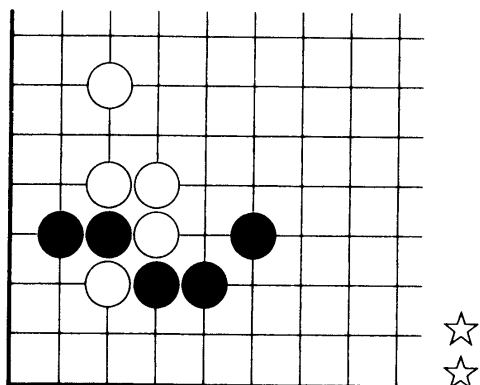
How should Black defend his corner?

Problem 28



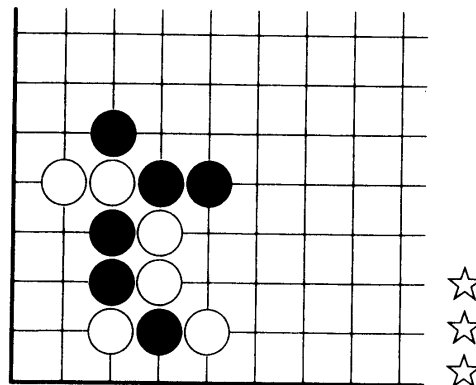
How can Black take the corner away from White?

Problem 29

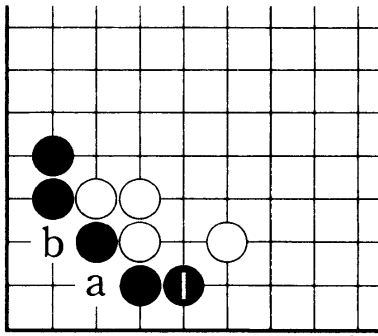


How should Black capture the isolated white stone in the corner?

Problem 30

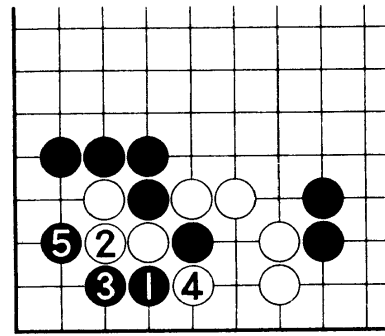


How does Black best utilize his three lost stones?



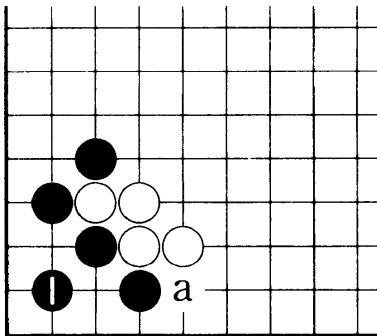
Answer 25: extending

The extension of Black 1 is big. If White 'a', Black will play 'b'. Black 1 at 'a' is too submissive.



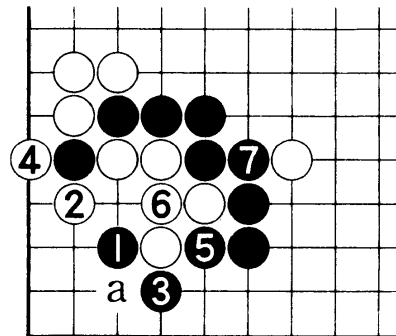
Answer 26: atari

The atari of Black 1 is the tesuji. If White 2, Black takes the corner by squeezing with 3 and 5.



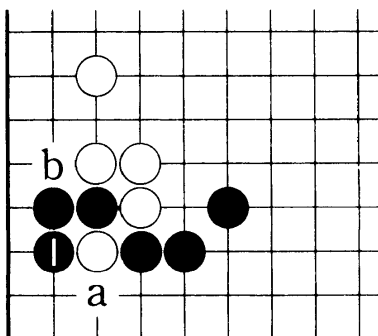
Answer 27: the diagonal connection

The diagonal connection of 1 is an efficient move because it defends all of Black's cutting points. White 'a' is no longer sente.



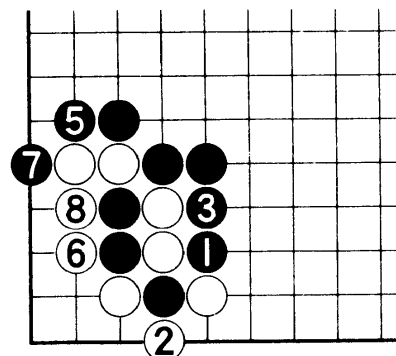
Answer 28: attaching

The attachment of Black 1 is a hard move to see. If White 2 at 3, the sequence Black 2–White 6–Black 'a' will follow.



Answer 29: atari

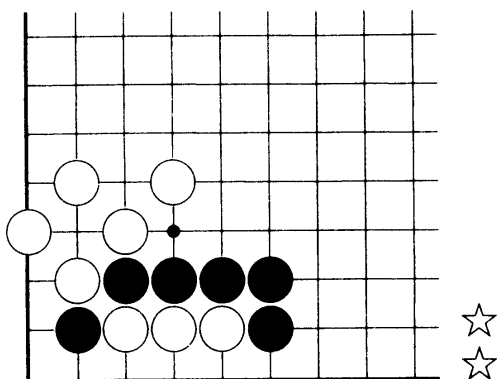
The atari of Black 1 is the best way to capture the white stone. If Black ataris with 'a', White 'b' becomes a forcing move.



Answer 30: cutting

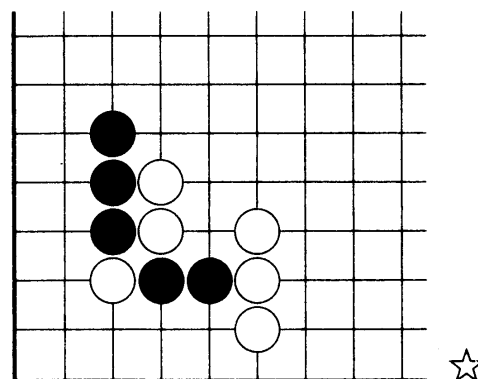
Black must first squeeze with 1 and 3, forcing White to connect above 2 with 4. Next, Black squeezes again with 5 and 7, sacrificing two stones for thickness.

Problem 31



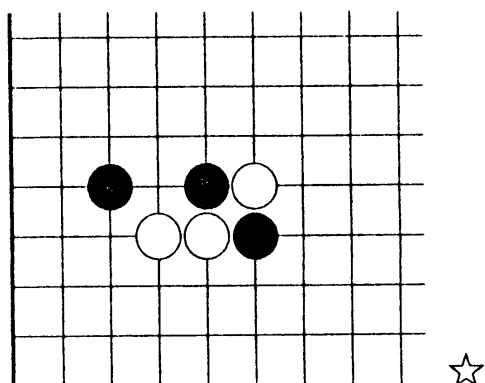
How can Black kill the three white stones on the right?

Problem 32



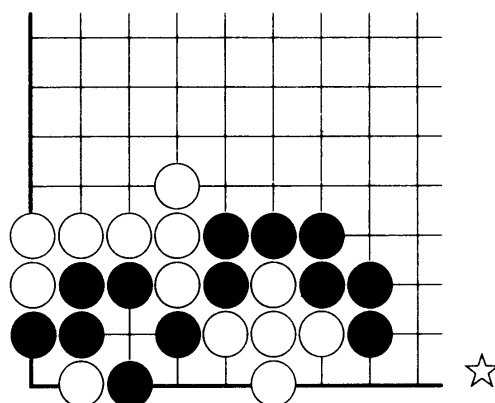
How should Black capture the lone white stone in the corner?

Problem 33



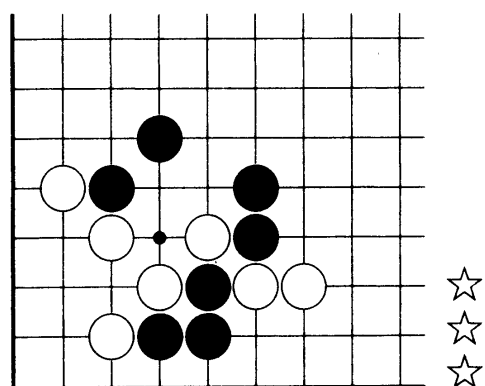
How can Black get the advantage in this position?

Problem 34



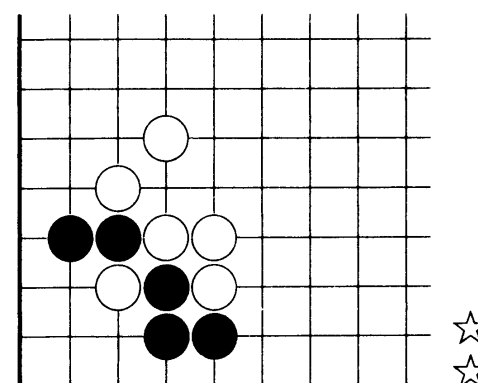
Black to capture the five white stones on the bottom right.

Problem 35

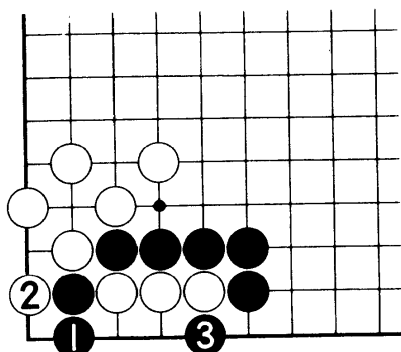


How can Black best utilize his three captured stones at the bottom?

Problem 36

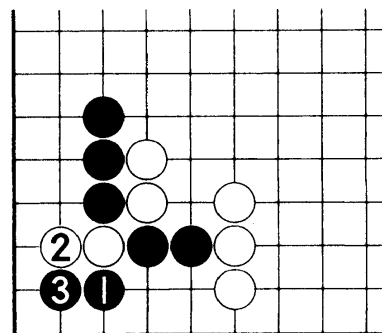


How should Black capture the lone white stone in the corner?



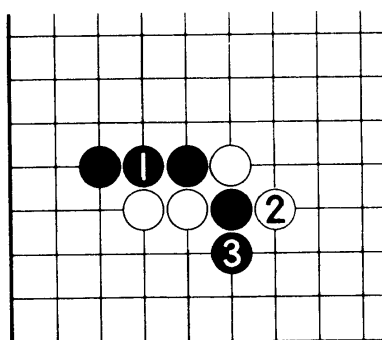
Answer 31: descending

Descending with Black 1 is the key move. White 2 is now useless; White has no follow-up move because he is short of liberties.



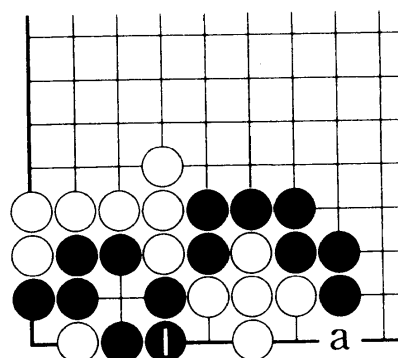
Answer 32: atari

Black should atari with 1, then, after White 2, go on to capture the two white stones with 3. If 1 at 2, Black will lose his two stones on the right.



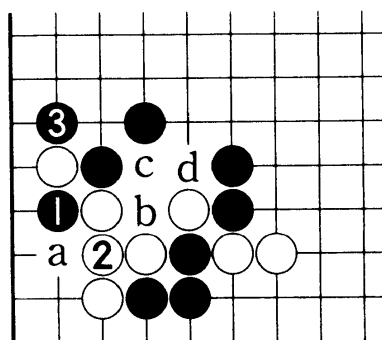
Answer 33: connecting

Connecting at Black 1 reduces the liberties of White's two-stone group. After the exchange of 2 for 3, Black will have the advantage.



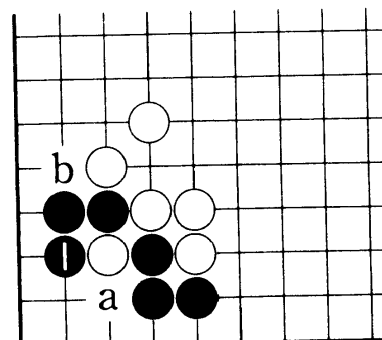
Answer 34: connecting

Black connects at 1 and makes an eye in the corner. The fight is over. If Black 1 at 'a', White throws in at 1 and starts a ko.



Answer 35: cutting

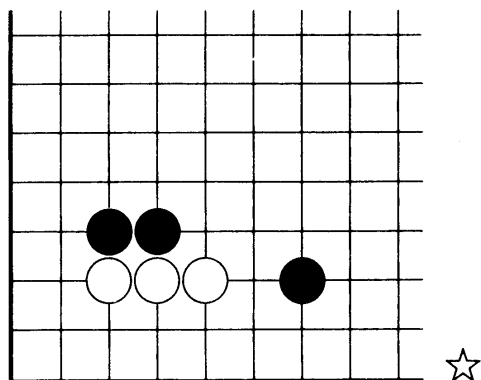
The cut of Black 1 is a sharp move. If White 2 at 'a', the sequence Black 'b'–White 'c'–Black 'd' results in a ko.



Answer 36: capturing

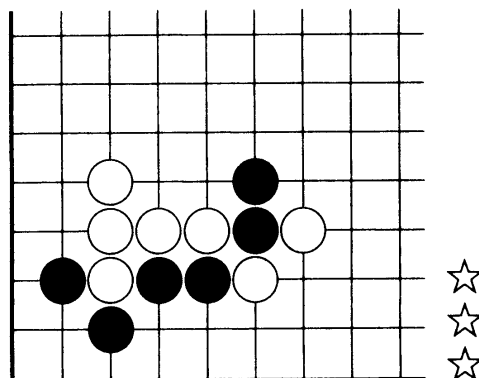
Capturing with Black 1 is the right direction. If Black 1 at 'a', White 'b' becomes a forcing move.

Problem 37



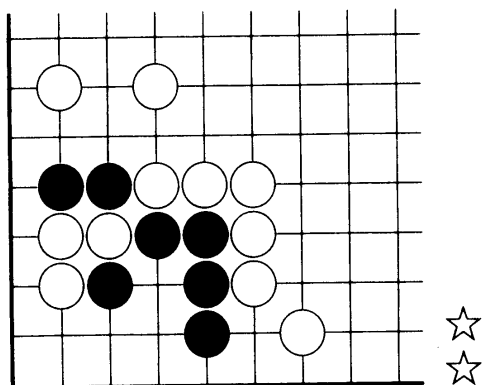
How should Black play in this position? ☆

Problem 38



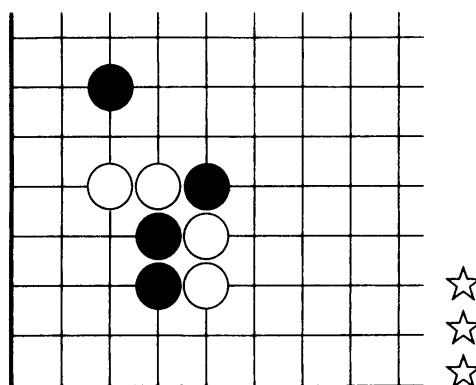
How should Black defend his stones in the corner? ☆ ☆ ☆

Problem 39



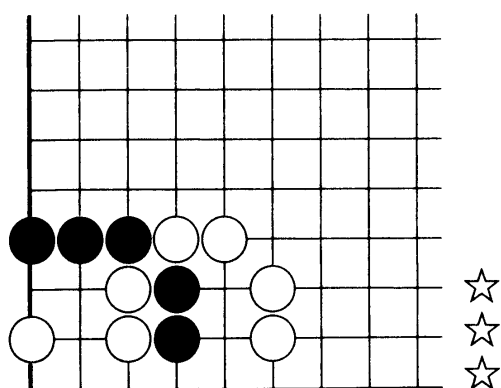
Black to kill White's three stones in the corner. ☆ ☆

Problem 40



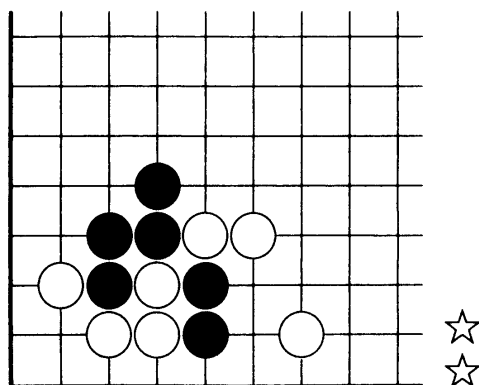
How does Black defend his stones in the corner? ☆ ☆ ☆

Problem 41

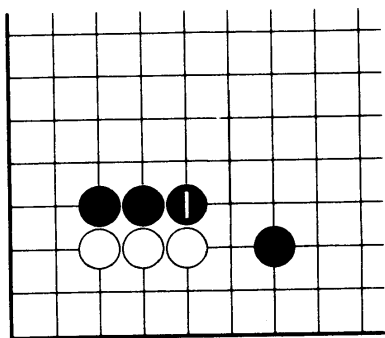


Black to capture the three white stones in the corner. ☆ ☆ ☆

Problem 42

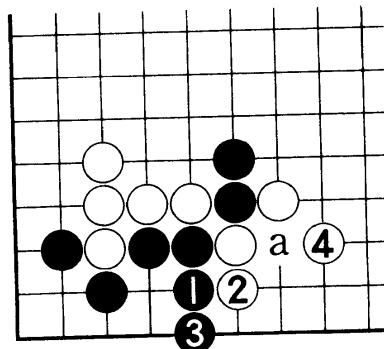


Black to capture the three white stones in the corner. ☆ ☆ ☆



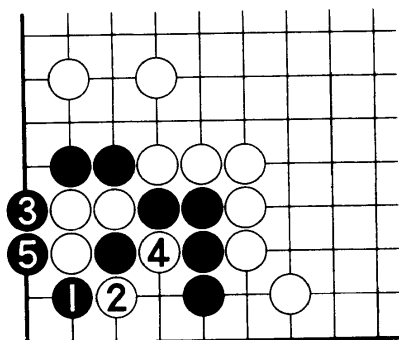
Answer 37: blocking

Black must block at 1 to keep the white stones confined to the corner and prevent his own stones from being separated. This is a thick move.



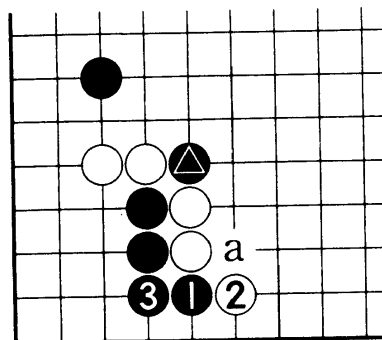
Answer 38: turning

Black must defend his cutting point by turning at 1. White 2 and 4 are now necessary, so Black ends in sente. If Black 1 at 2, White will end in sente.



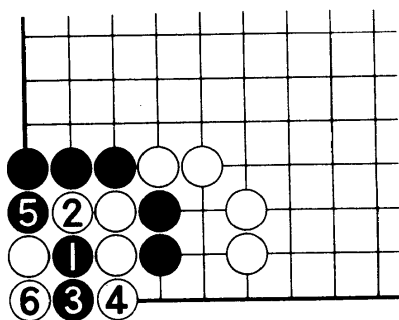
Answer 39: hane

The hane of Black 1 is the tesuji. If White ataris with 2, Black squeezes with 3 and 5. The white stones are now captured. If Black plays 1 at 2, he will lose the capturing race.



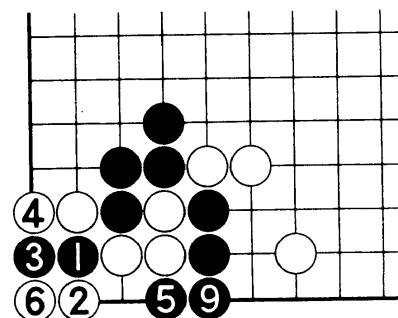
Answer 40: hane

The hane of Black 1 is the vital point. After 3, White is left with a weakness at 'a' and the marked stone becomes quite troublesome for White.



*Answer 41: wedging in
7: at 1*

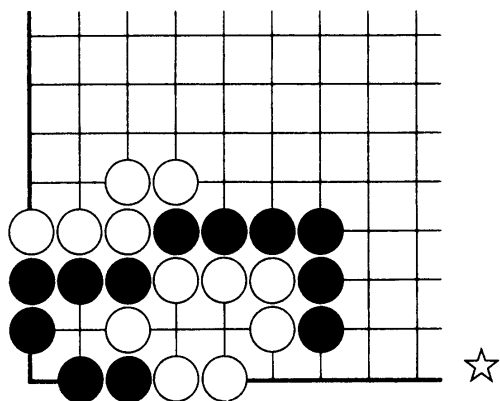
By wedging in at 1, Black reduces the number of white liberties. After White 6, Black throws in at 1 with 7 and White loses the capturing race.



*Answer 42: cutting
7: at 1; 8: at 3*

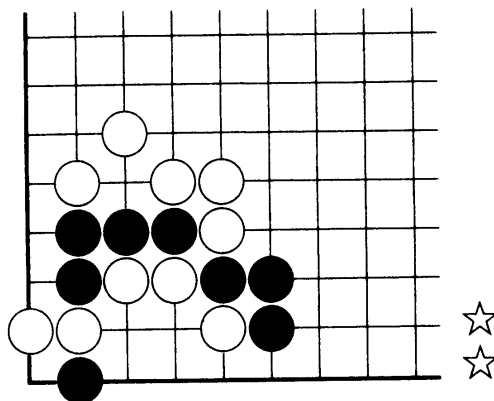
Black 1 and 3 are a brilliant tesuji combination. After White 6, Black throws in at 1 with 7, White captures with 8 at 3, and Black wins the capturing race when he plays 9.

Problem 43



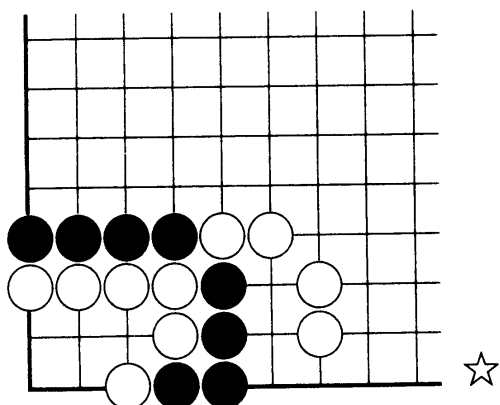
Black to capture the seven white stones at the bottom.

Problem 44



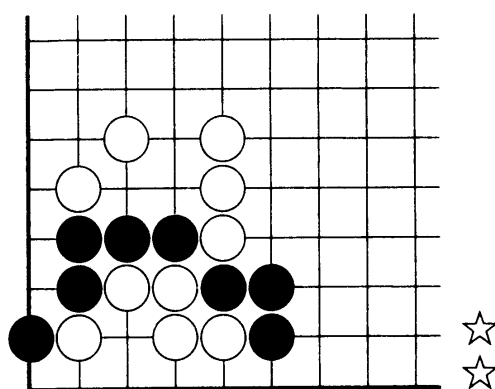
Black to rescue his five white stones on the left.

Problem 45



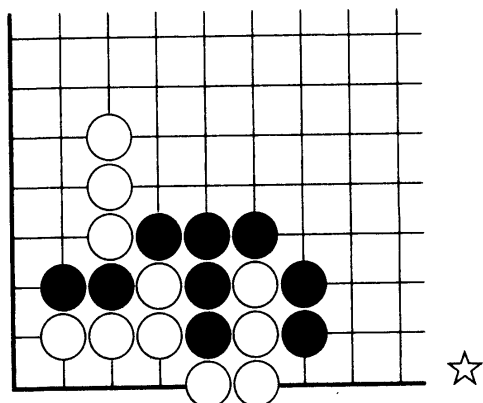
Black to capture the six white stones in the corner.

Problem 46



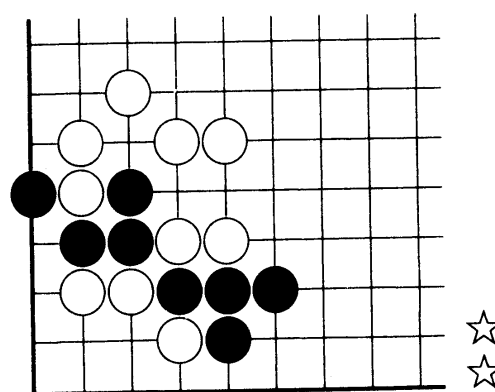
Black to capture the five white stones in the corner.

Problem 47

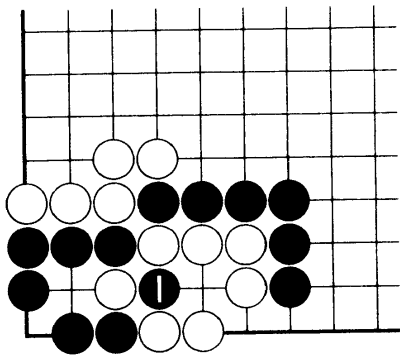


Black to capture four white stones at the bottom.

Problem 48

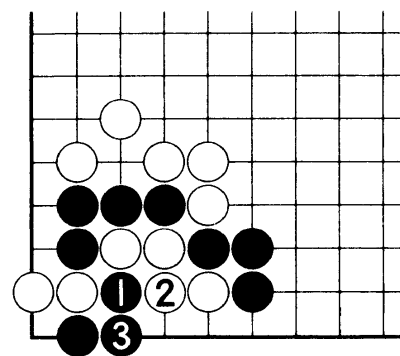


Black to rescue his four stones on the left.



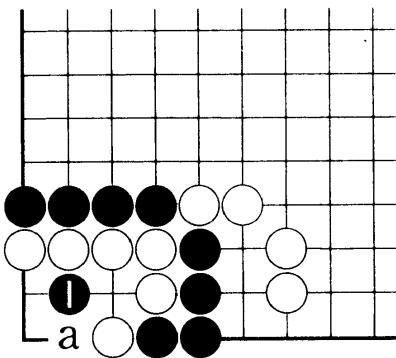
Answer 43: throwing in

If Black throws in at 1, there is no way that White can kill the black stones because Black's group has an eye and White's group doesn't.



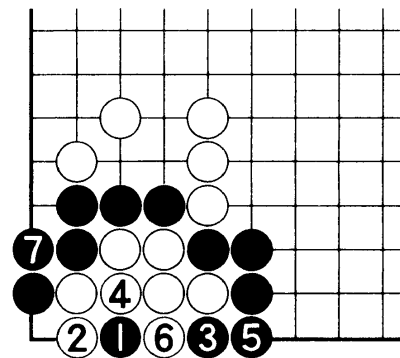
Answer 44: cutting

Black should cut at 1. If White 2, Black connects at 3 and, because White is short of liberties, Black wins the capturing race.



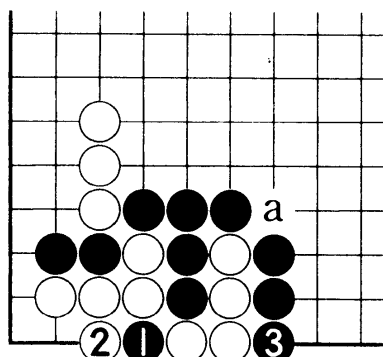
Answer 45: attaching

Black can win the capturing race by attaching at 1. If Black 1 at 'a', White plays at 1 and gets a ko.



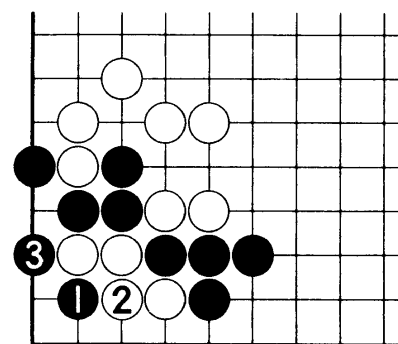
Answer 46: the placement

If Black makes the placement at 1, Black easily wins the capturing race. If Black 1 at 2, White gets a ko with 1.



Answer 47: throwing in

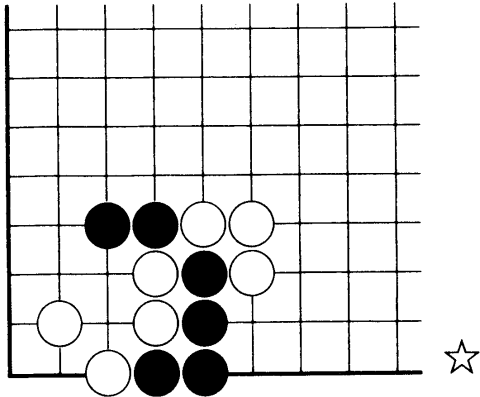
Black throws in at 1. After White 2, Black will capture the four white stones on the right. The weakness at 'a' is now eliminated.



Answer 48: attaching

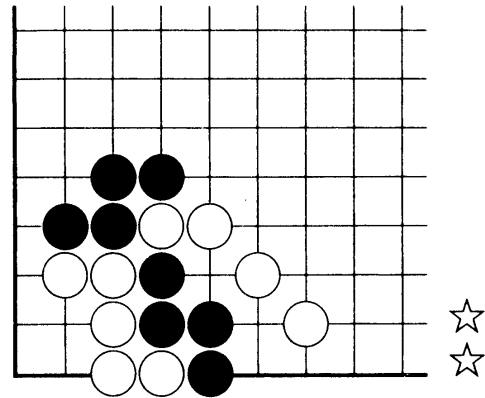
Attaching with 1 is the tesuji that gives Black the advantage in the capturing race. If White 2 at 3, Black will cut at 2.

Problem 49



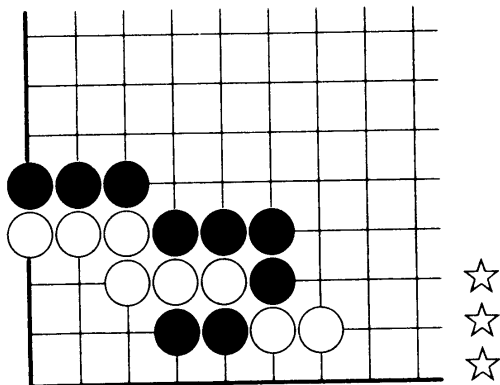
Black to capture the four white stones in the corner.

Problem 50



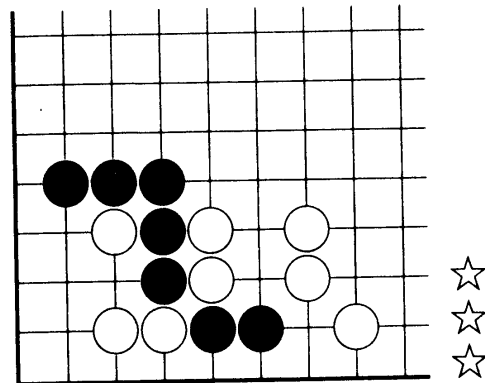
Black to capture the five white stones in the corner.

Problem 51



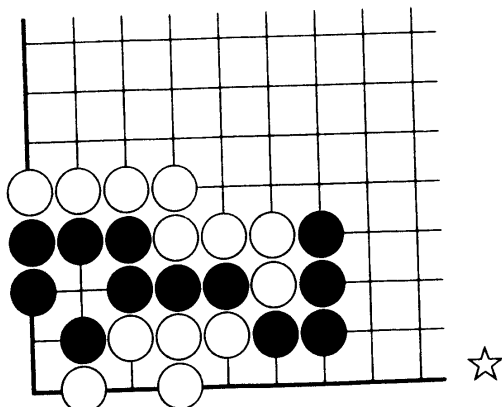
Black to capture the six white stones in the corner.

Problem 52



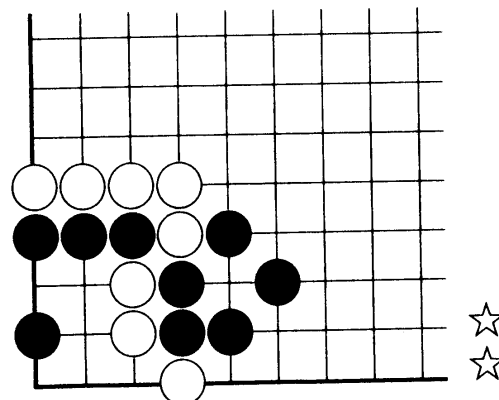
Black to capture the three white stones in the corner.

Problem 53

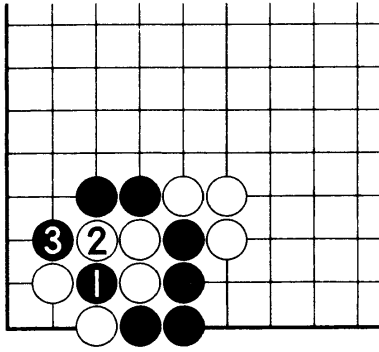


Black to capture the five white stones at the bottom.

Problem 54

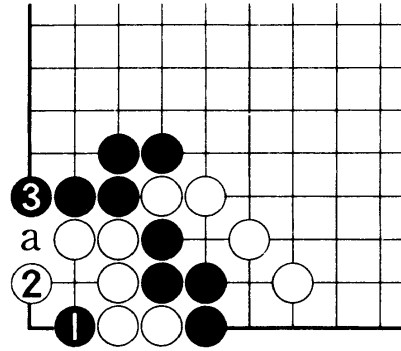


Black to capture the three white stones at the bottom.



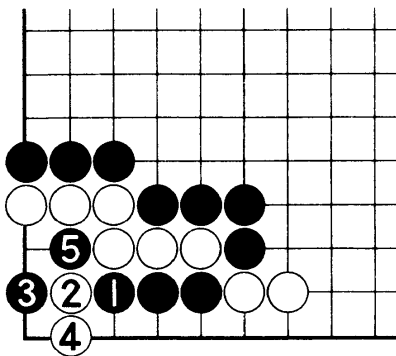
Answer 49: throwing in

Black throws in with 1, sacrificing a stone to reduce the number of White's liberties. After Black 3, all the white stones in the corner are dead.



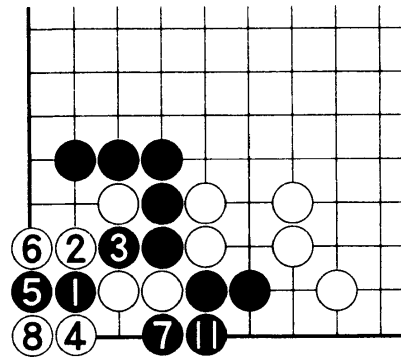
Answer 50: attaching

After Black attaches at 1 and descends to 3, all of White's resistance collapses. If Black 1 at 'a', White blocks with 2 and gets a ko.



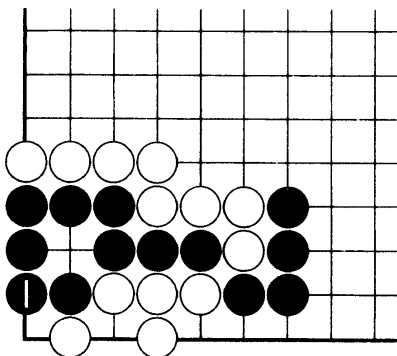
Answer 51: crawling

Crawling at Black 1 is the tesuji. However, when you play this move, you must be aware of the follow-up of Black 3 and 5.



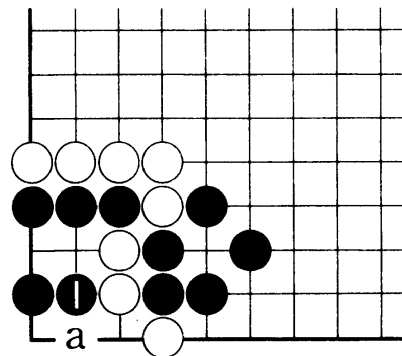
Answer 52: attaching

9: throws in at 1; 10: captures at 5
Black attaches at 1. The sequence to Black 11 is known as the 'stone tower' tesuji.



Answer 53: connecting

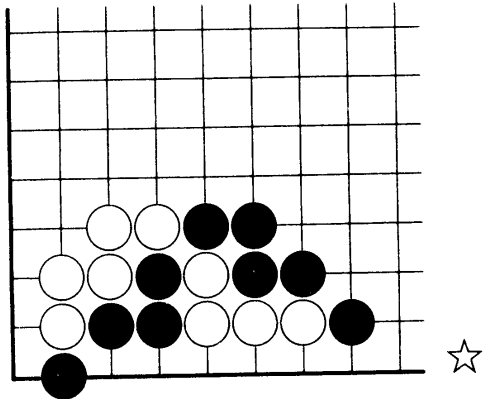
The connection of Black 1 makes an eye. After this, White can't win the capturing race.



Answer 54: bumping

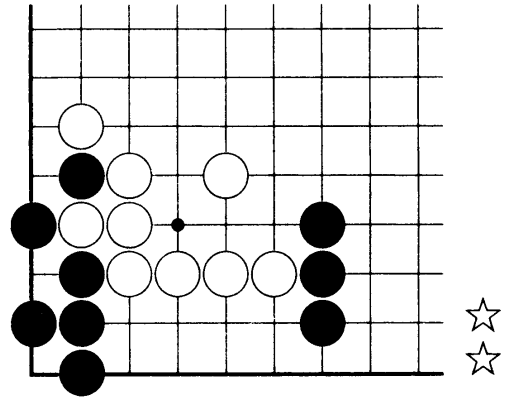
Bumping against White with 1 kills the white stones. If Black 1 at 'a', White will play at 1 and get a ko.

Problem 55



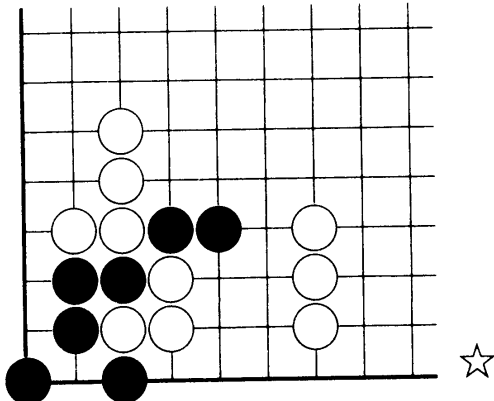
How can Black rescue his four stones on the left?

Problem 56



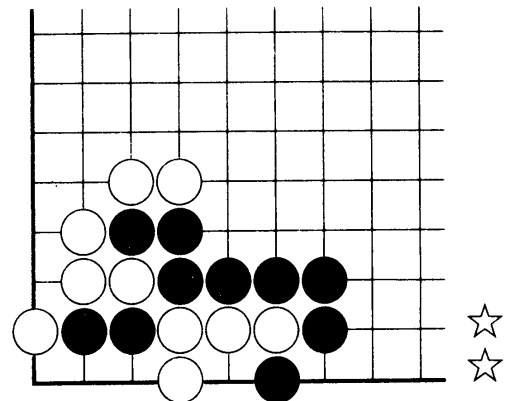
Black to link up his four stones on the left with their allies on the right.

Problem 57



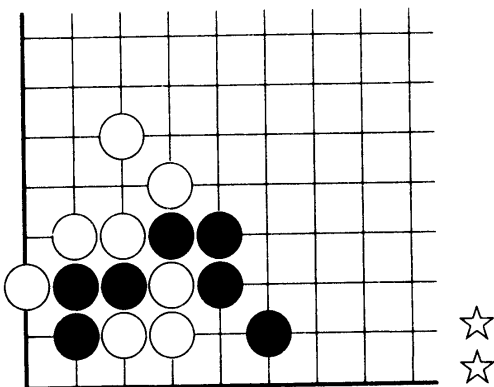
Black to capture three white stones and rescue his own in the corner.

Problem 58



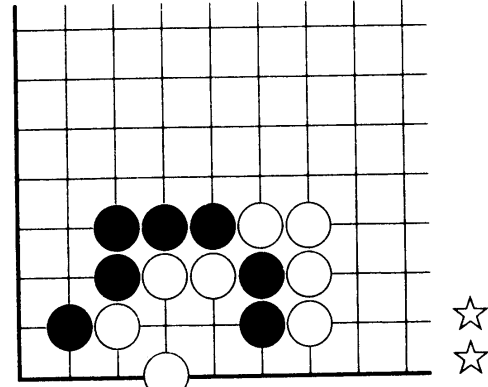
Black to capture the four white stones on the right.

Problem 59

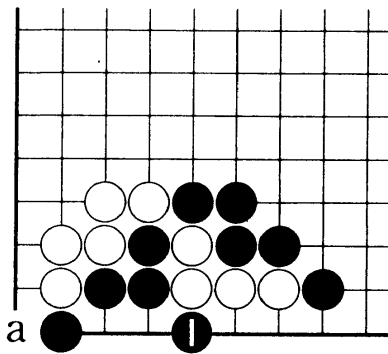


Black to capture the three white stones at the bottom.

Problem 60

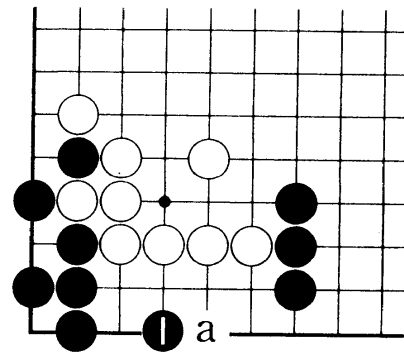


Black to rescue his two stones on the right.



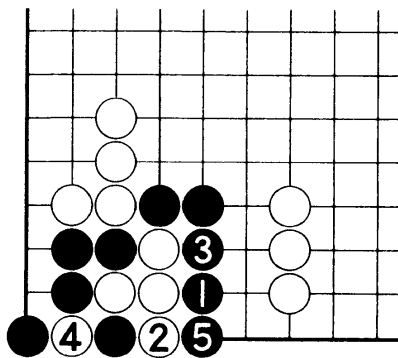
Answer 55: hane

The hane of Black 1 is the correct tesuji to win the capturing race. Because White is short of liberties, he can't play on the right or at 'a'.



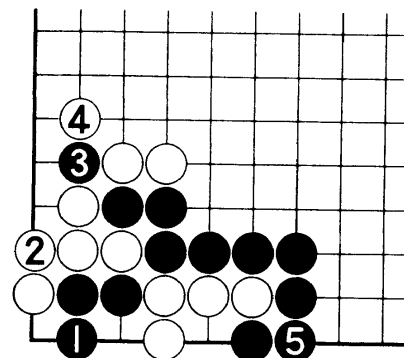
Answer 56: sliding

Black can link up all his stones by sliding to 1. If Black 1 at 'a', White will play at 1 and capture the black stones on the left.



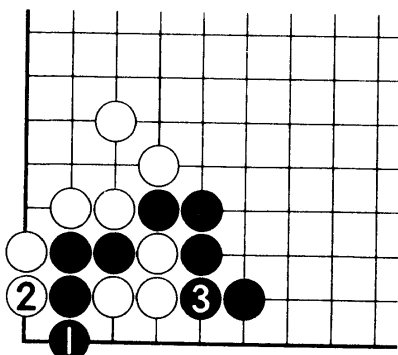
Answer 57: attaching

If Black attaches at 1, White can't link up to his stones on the right. After 3 and 5, Black captures five white stones.



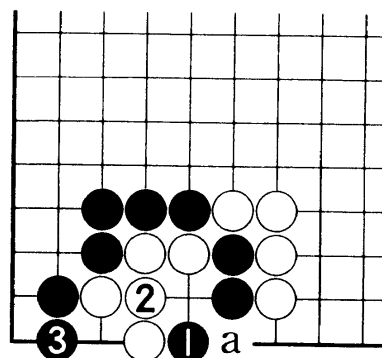
Answer 58: turning

Black should turn at 1. If White 2, Black cuts at 3, and White's stones are short of liberties. With 5, Black wins the capturing race by one move.



Answer 59: descending

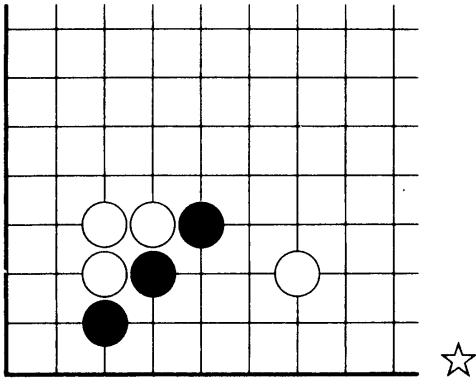
The descent of Black 1 leaves White short of liberties. After 3, Black wins the capturing race by one move.



Answer 60: The diagonal attachment

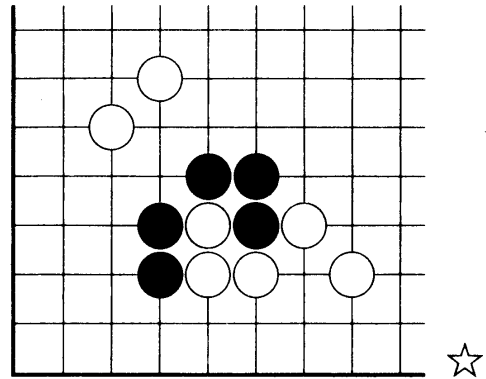
The diagonal attachment of Black 1 wins the capturing race because it deprives White of a move at 'a'.

Problem 61



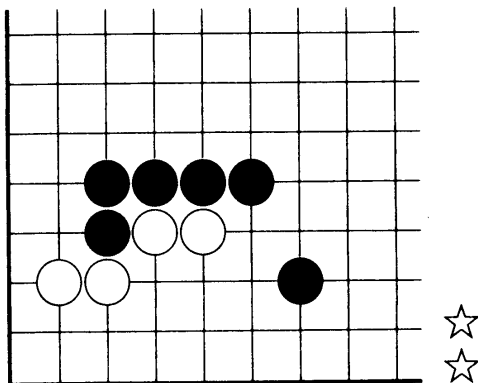
What is the most efficient way for Black to defend his three stones?

Problem 62



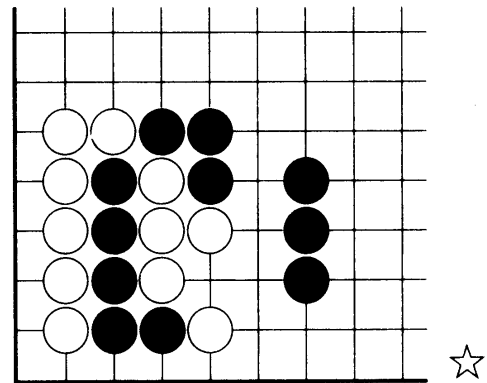
White is threatening to cut. How should Black defend?

Problem 63



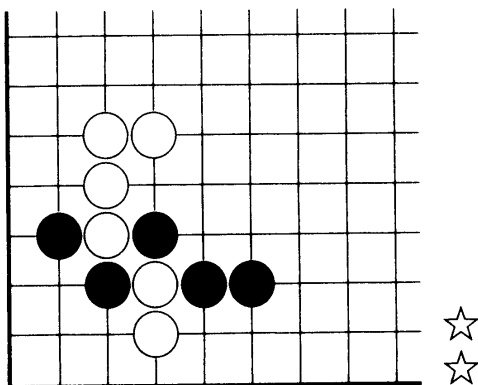
How should Black attack White's stones?

Problem 64



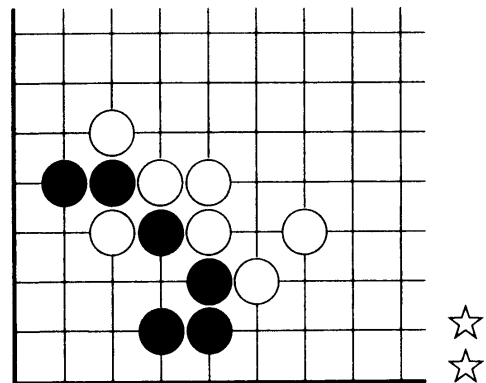
Black to capture the four white stones on the right.

Problem 65

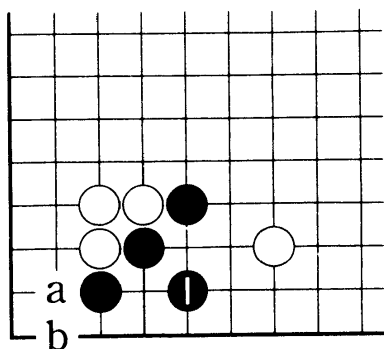


How can Black link up his stones in the corner with their allies on the right?

Problem 66

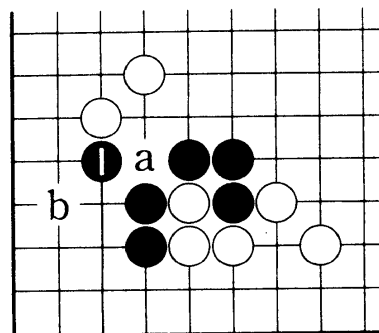


A black stone is in atari. What should Black do?



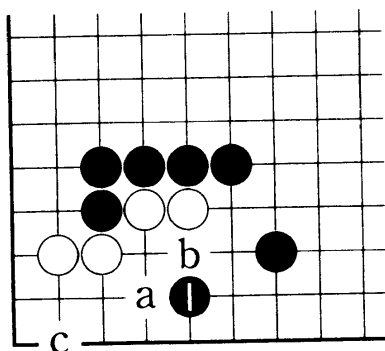
Answer 61: diagonal connection

The diagonal connection of Black 1 is a flexible move. If White 'a', Black will play 'b' and end in sente.



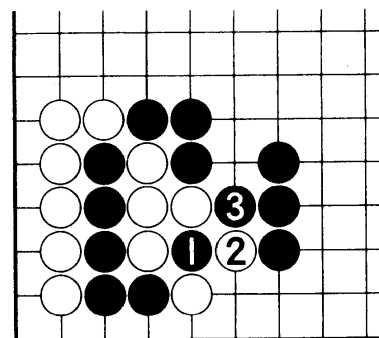
Answer 62: diagonal connection

The diagonal connection of Black 1 protects both the cutting point at 'a' and the corner territory. If Black 1 at 'a', White will slide to 'b'.



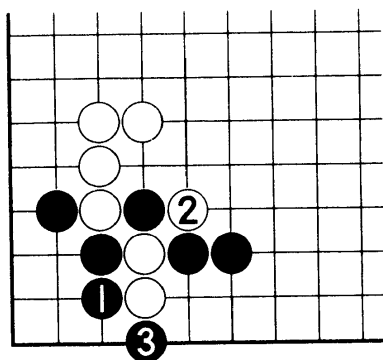
Answer 63: the knight's move

The knight's move of Black 1 is the correct shape in this position. The sequence White 'a'–Black 'b'–White 'c' will follow.



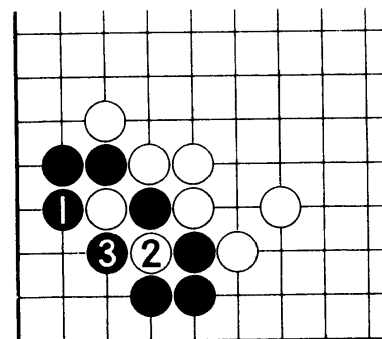
Answer 64: throwing in

Black can utilize his wall on the right by throwing in at 1. After White 2, Black continues to atari with 3. White loses the capturing race.



Answer 65: blocking

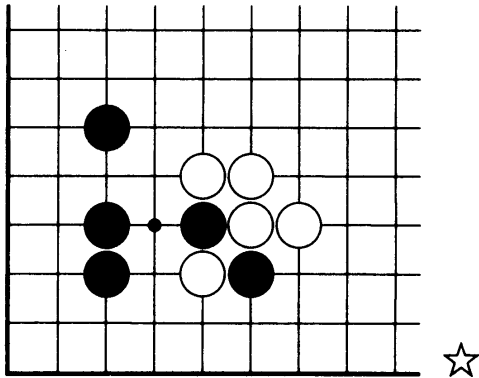
Blocking with 1 is Black's only move. White captures a stone with 2, but Black ataris with 3 and links up his stones.



Answer 66: atari

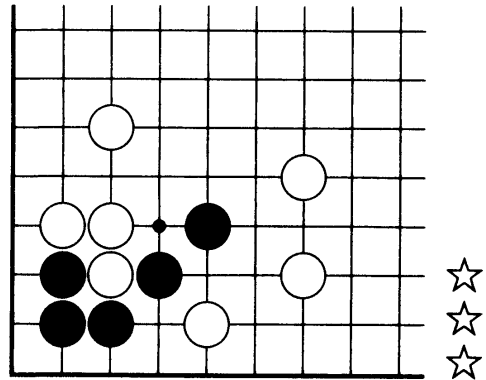
Black takes the corner by sacrificing a stone with the atari of 1. If Black 1 at 2, Black's position would collapse after White 1.

Problem 67



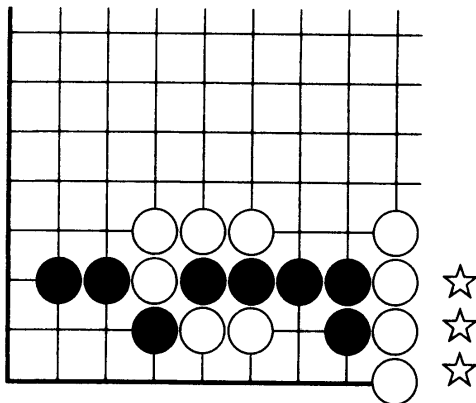
One of Black's stones is in atari. What should Black do?

Problem 68



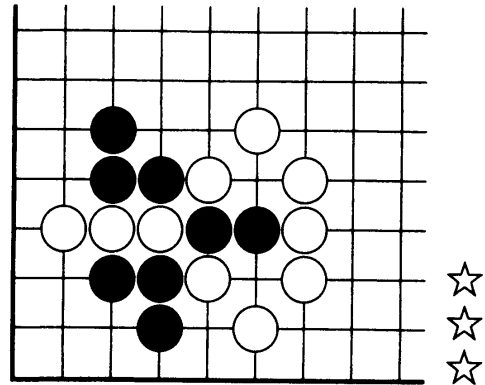
White is threatening to cut. How should Black defend?

Problem 69



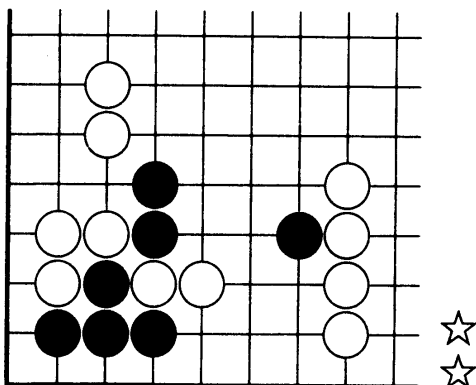
How does Black capture the two white stones at the bottom?

Problem 70



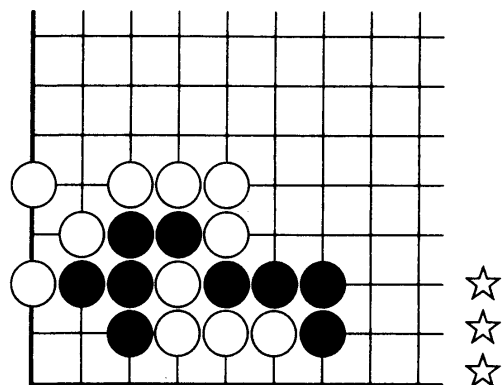
Black to link up his two groups above and below.

Problem 71

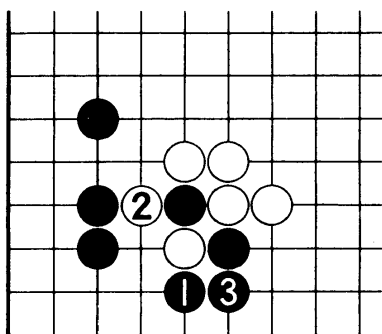


Black to capture two white stones.

Problem 72

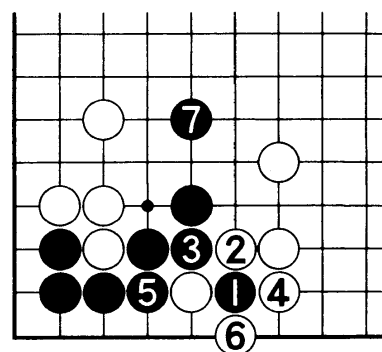


Black to rescue his five stones on the left and capture four of White's.



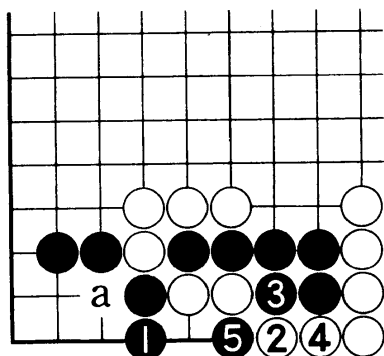
Answer 67: atari

The atari from underneath is the best move. Black gets a lot of territory after he connects at 3.



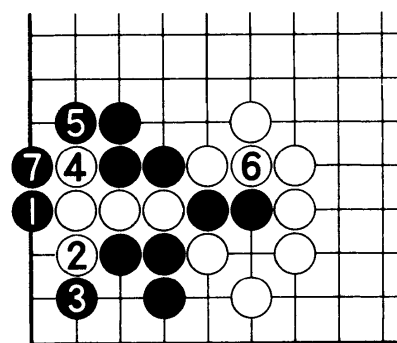
Answer 68: attaching

The attachment of 1 enables Black to defend against the cut and escape into the center with 7. If Black 1 at 5, White plays 3 and Black is in trouble.



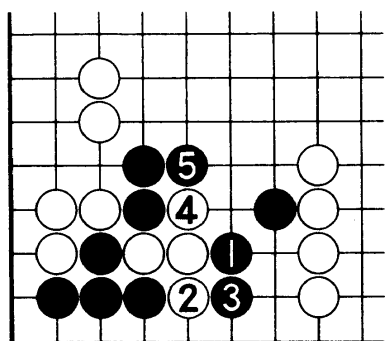
Answer 69: descending

Descending with Black 1 is an effective move. It defends the cut at 'a' and captures two white stones.



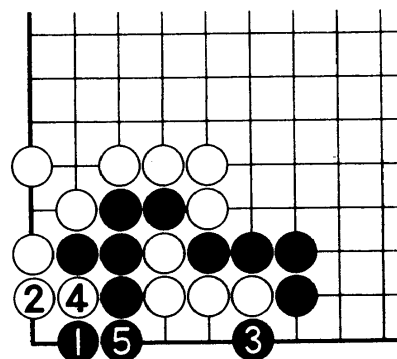
Answer 70: nose attachment

Black 1 is the famous 'nose' attachment. With the sequence to 7, Black saves his three stones in the corner.



Answer 71: diagonal attachment

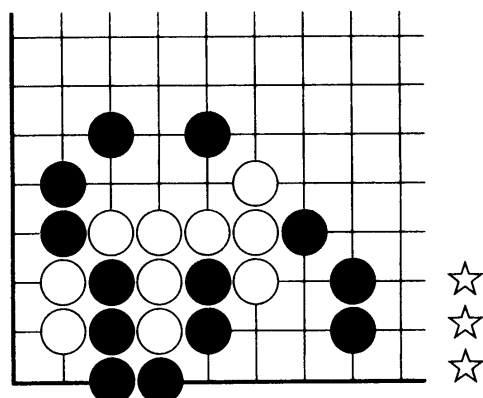
The diagonal attachment of Black 1 is a sharp move. As the sequence to 5 shows, White's stones can't escape.



Answer 72: diagonal move

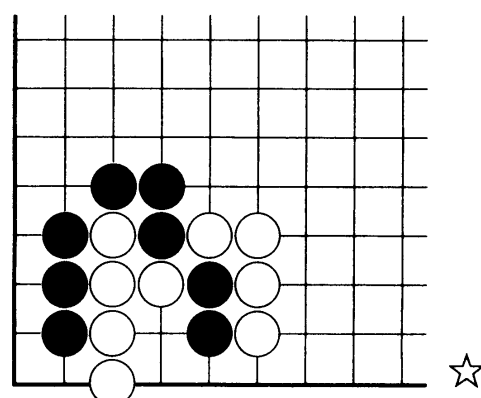
When Black plays the diagonal move of 1, White is unable to win the capturing race because he is short of liberties.

Problem 73



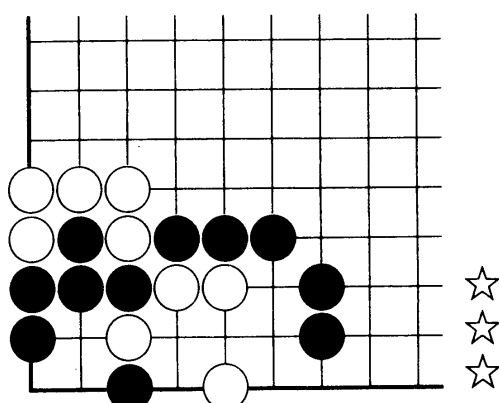
Black to link up his stones on the left with their allies on the right.

Problem 74



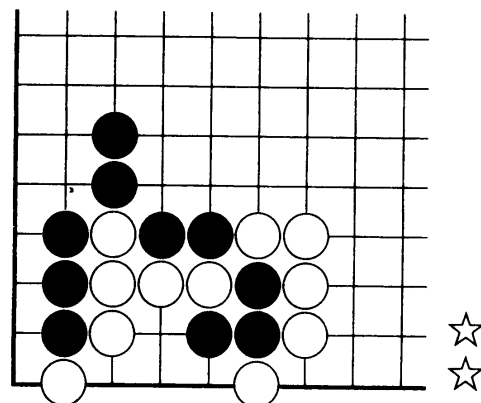
Black to capture the five white stones on the right.

Problem 75



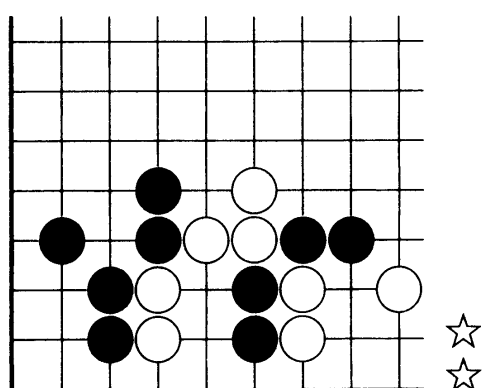
Black to rescue his stones in the corner and capture four of White's.

Problem 76



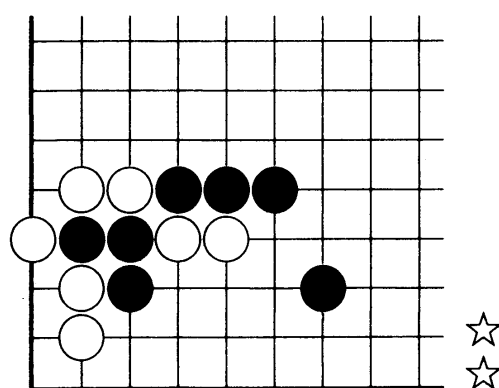
Black to rescue his three stones on the lower right.

Problem 77

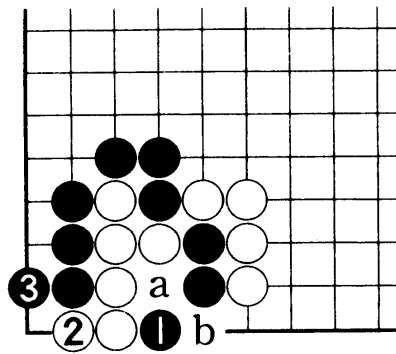


Black to link up his stones on the lower right with their allies on the left.

Problem 78

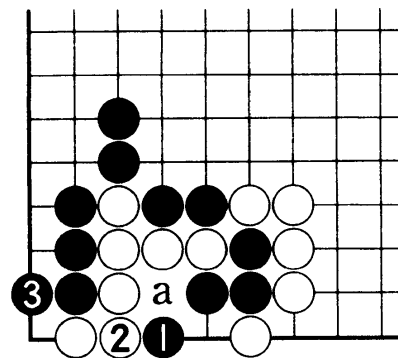


Black to rescue his three stones on the left and capture two of White's.



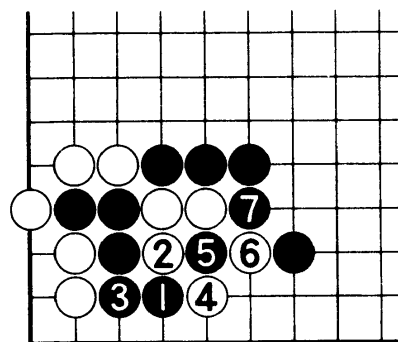
Answer 74: diagonal attachment

Black wins the capturing race with the diagonal move of 1. White is short of liberties, so he can't play at 'a' or 'b'.



Answer 76: diagonal move

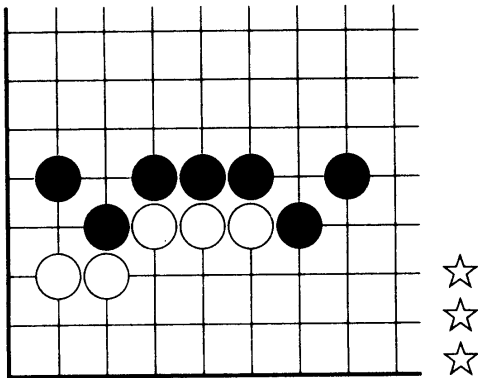
Black wins the capturing race by playing the diagonal move of 1. If Black 1 at 'a', White plays 2 and Black loses.



Answer 78: diagonal move

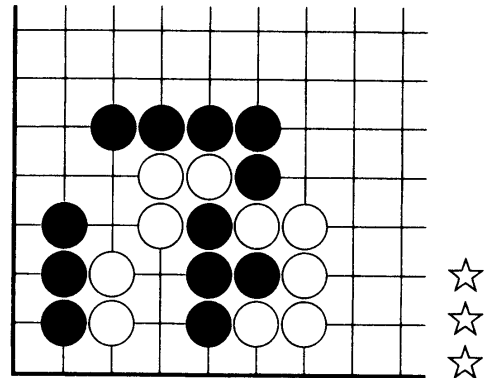
Black can save his three stones with the diagonal move of 1. If White 2 at 4, Black captures with 5.

Problem 79



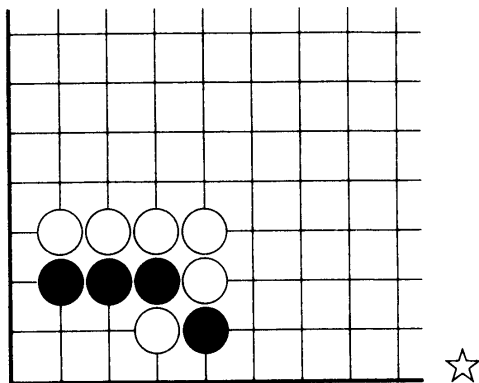
What is the most profitable way for Black to attack the white stones?

Problem 80



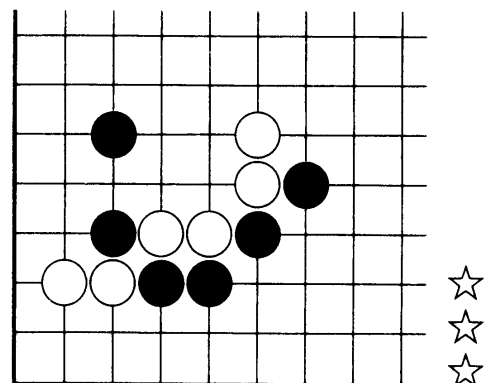
Black to rescue his four stones on the right and capture five of White's.

Problem 81



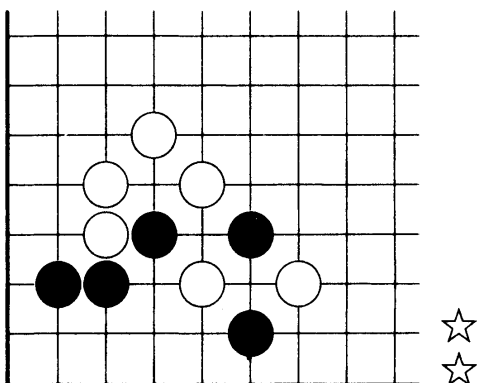
How should Black play in this position?

Problem 82



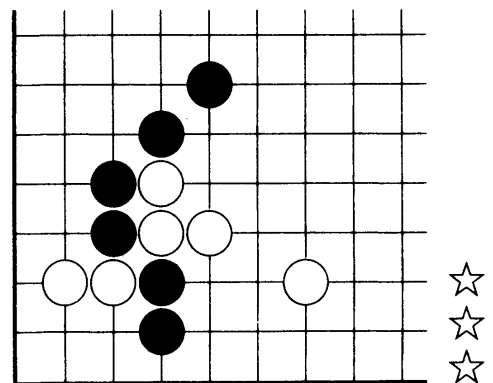
Black needs to strengthen both of his positions on the right and the left. How can he do this?

Problem 83

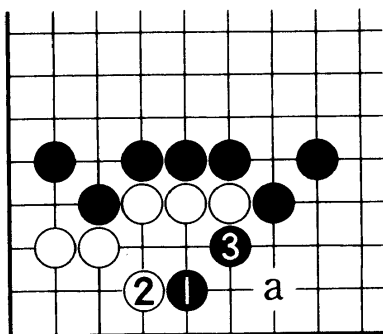


How should Black play in this position?

Problem 84

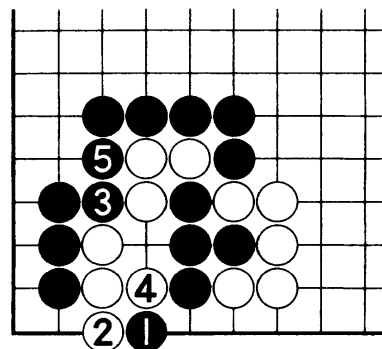


How should Black play in this position?



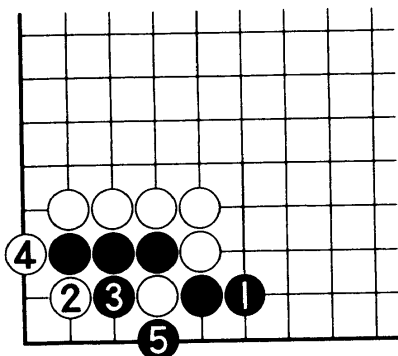
Answer 79: *peeping*

Black leaps into White's sphere of influence with 1, greatly reducing his territory. If White 2 at 3, Black will play 'a'.



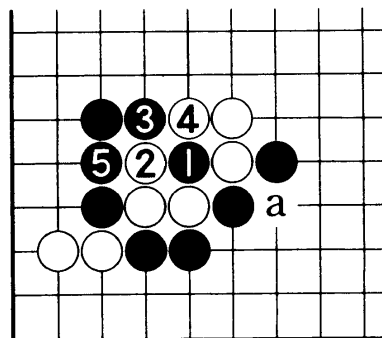
Answer 80: *diagonal move*

The diagonal move of 1 saves the four black stones. White can resist with 4, but Black captures three stones with 5.



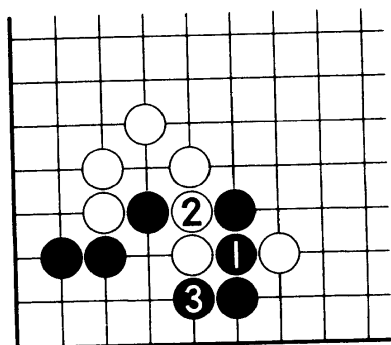
Answer 81: *extending*

Extending to Black 1 is a good move. If Black played 1 at 3, White would atari at 1 and confine Black to the corner.



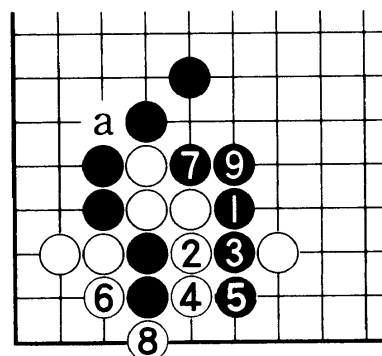
Answer 82: *cutting*

Before defending at 'a', Black should cut with 1 and squeeze with 3 and 5.



Answer 83: *connecting*

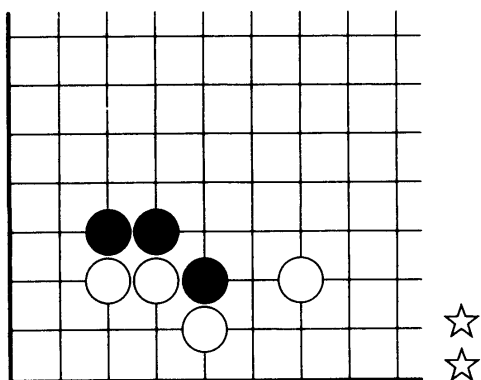
The problem here is where to connect. Black 1 is the most urgent point. After 3, Black ends with good shape.



Answer 84: *attaching*

Black must sacrifice his two stones at the edge by attaching with 1. If Black 1 at 3, White will cut at 'a'.

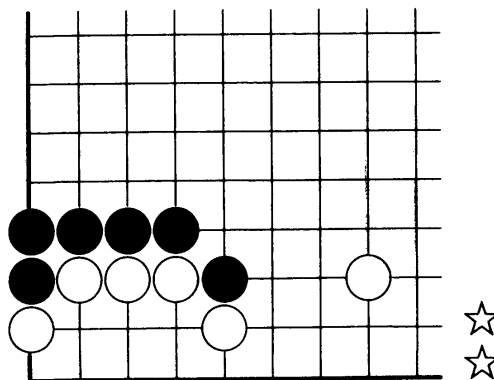
Problem 85



☆
☆

How should Black play in this position?

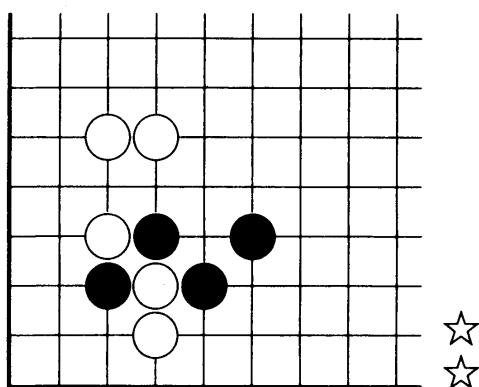
Problem 86



☆
☆

How should Black attack White's stones at the bottom?

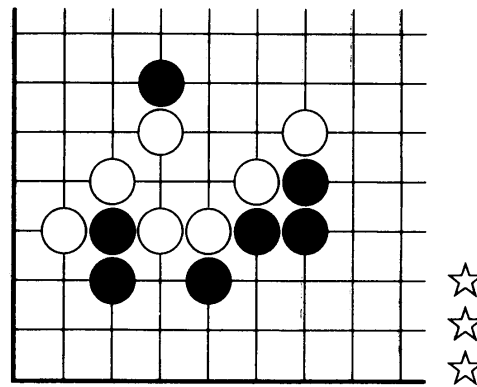
Problem 87



☆
☆

What is the most efficient way for Black to capture the two white stones?

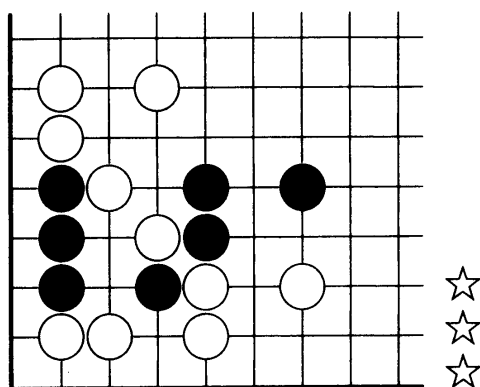
Problem 88



☆
☆
☆

White is threatening to become thick above. What should Black do?

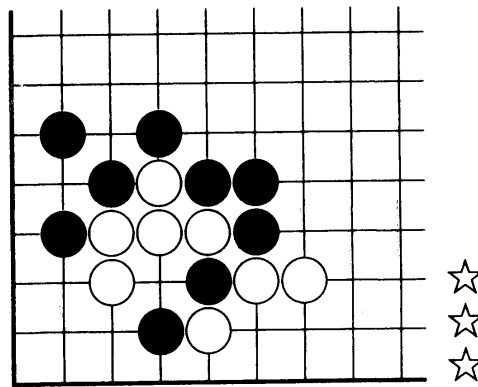
Problem 89



☆
☆
☆

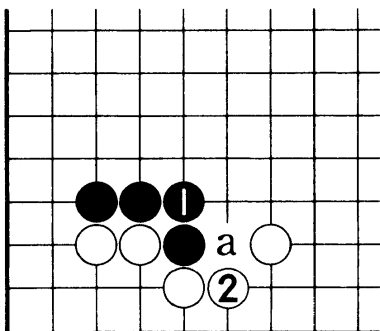
How can Black link up his stones on the left with their allies on the right?

Problem 90



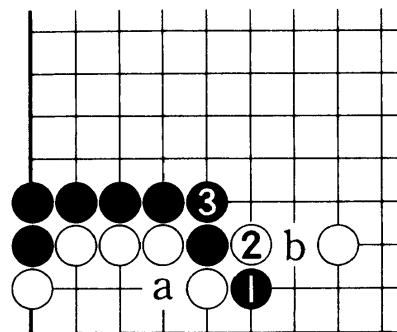
☆
☆
☆

Black to play and get the territory in the corner.



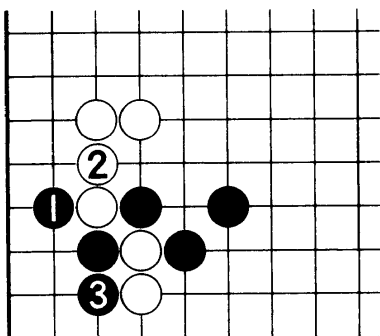
Answer 85: connecting

Connecting at 1 is the proper move. Black 1 at 'a' makes bad shape and is a crude move.



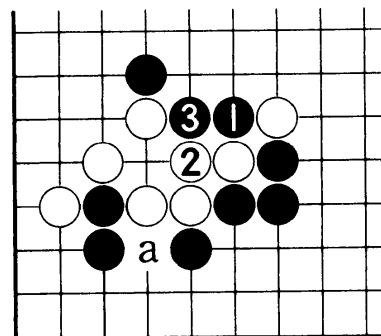
Answer 86: two-step block

The two-step block of Black 1 is a strong move. After Black 3, White has two weaknesses: 'a' and 'b'.



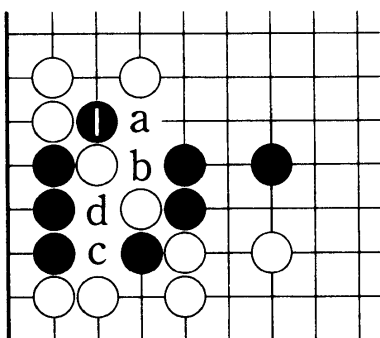
Answer 87: atari

The atari at 1 forces White into a bad shape. After this, Black can go after the two white stones at the bottom with 3.



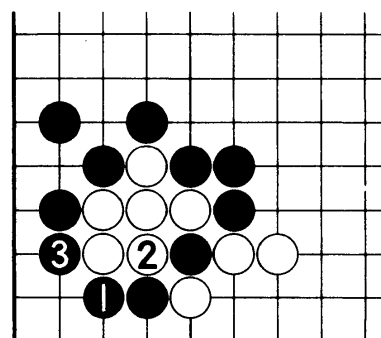
Answer 88: cutting

Cutting with 1 is a strong move. If White 2, Black plays 3. If White pushes down with 'a' instead of 2, Black will play 3 at 2, getting a thick position on the outside.



Answer 89: cutting

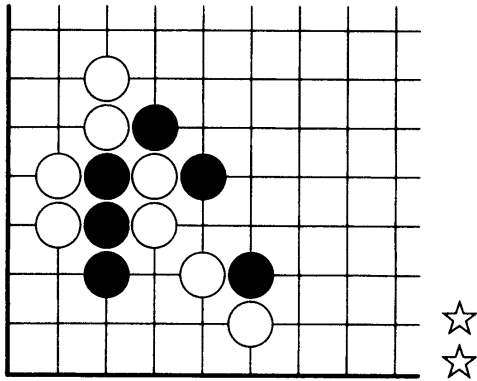
The cut at 1 is a brilliant tesuji. If White 'a', Black 'b'; if White 'c' instead, Black 'd'.



Answer 90: crawling

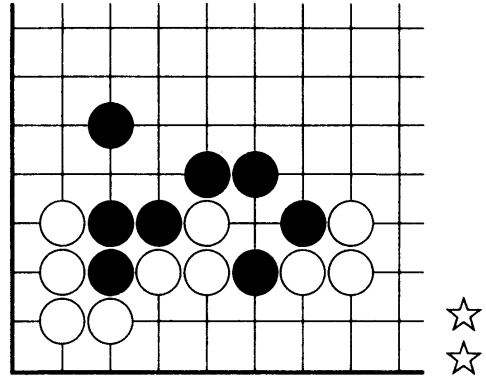
Crawling with 1 is a big move. If White 2 at 3, Black will play 2. Black will suffer a big loss if he plays 1 at 3.

Problem 91



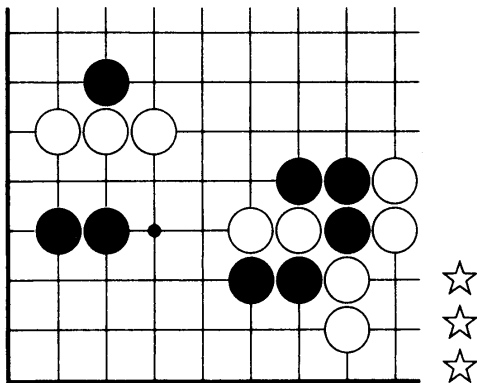
Black to link up his three stones on the left to the outside.

Problem 92



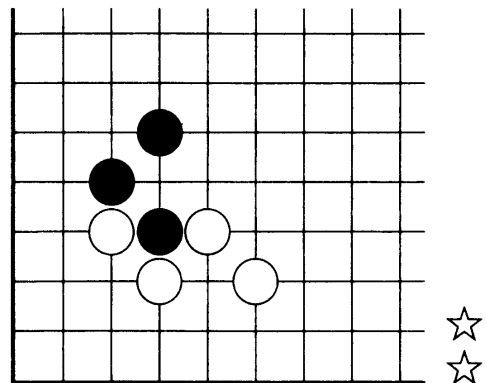
Black to separate the three stones on the right from the corner.

Problem 93



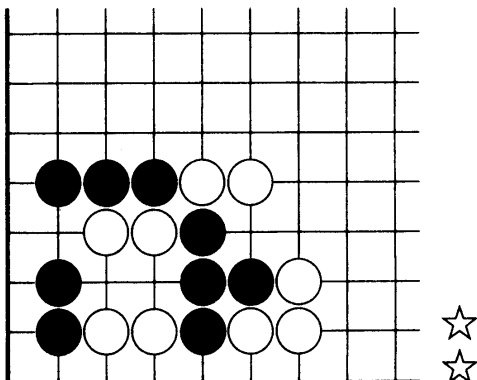
Black to capture White's two endangered stones.

Problem 94



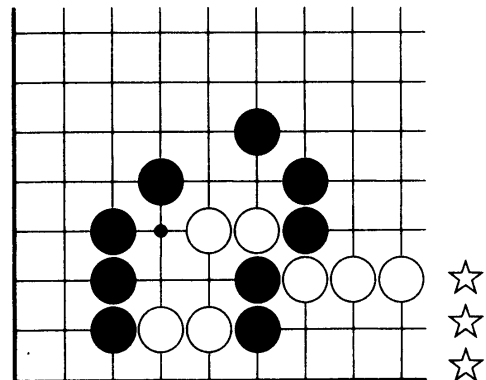
One of Black's stones is in atari. What should he do?

Problem 95

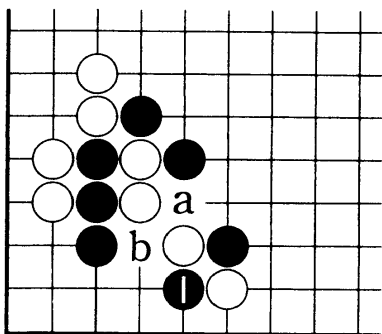


How can Black capture the four white stones on the left?

Problem 96

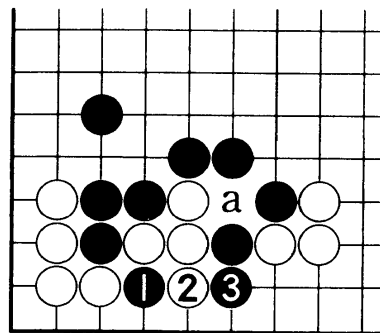


How can Black capture four white stones on the left?



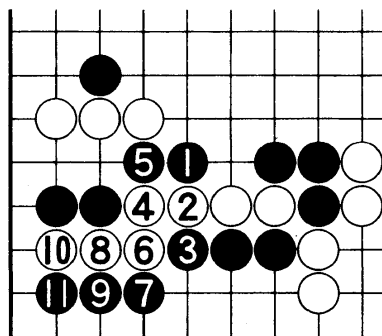
Answer 91: cutting

Black cuts with 1, leaving the points at 'a' and 'b' in reserve. This move saves the three black stones on the left.



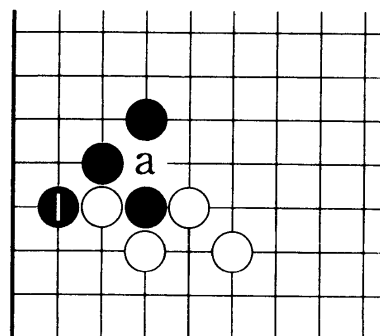
Answer 92: cutting

The cut at Black 1 deprives White of much of his territory at the bottom. If Black 1 at 3, White will atari at 'a' and capture these two black stones.



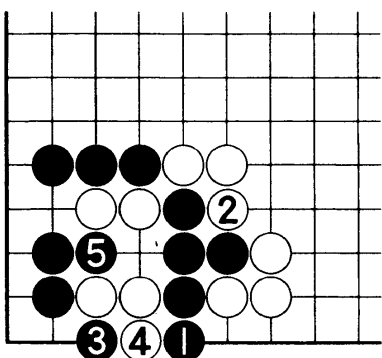
Answer 93: net

Catching the two white stones in a net with 1 is a sharp move. In the capturing race up to 11, White has only two liberties against Black's three.



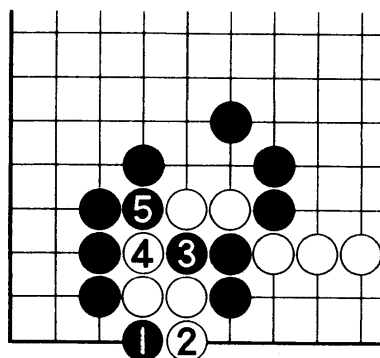
Answer 94: atari

The atari of Black 1 makes good shape. Black is left with bad shape if he connects at 'a'. White would respond at 1.



Answer 95: descending

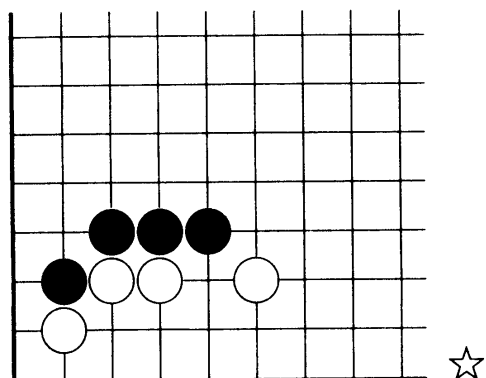
Descending with 1 is a calm move. Next, the hane of 3, followed by 5, is the correct order of moves.



Answer 96: hane

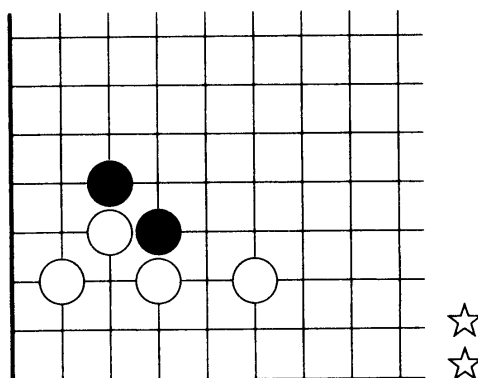
Simply playing the hane at 1 is the correct tesuji. After Black 3 and 5, White finds himself short of liberties.

Problem 97



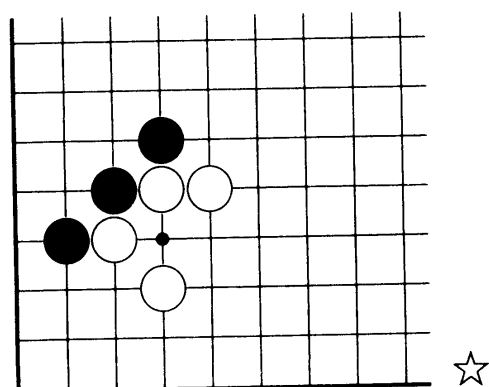
How should Black attack the white stones?

Problem 98



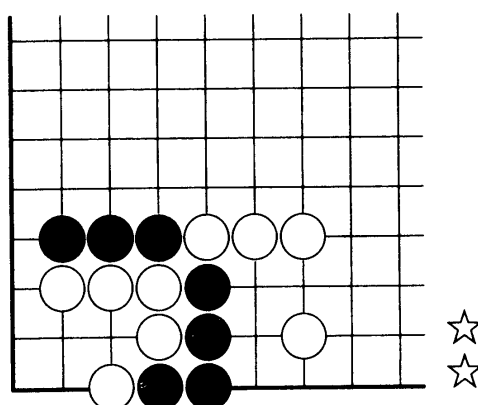
In this problem, the order of moves is important.

Problem 99



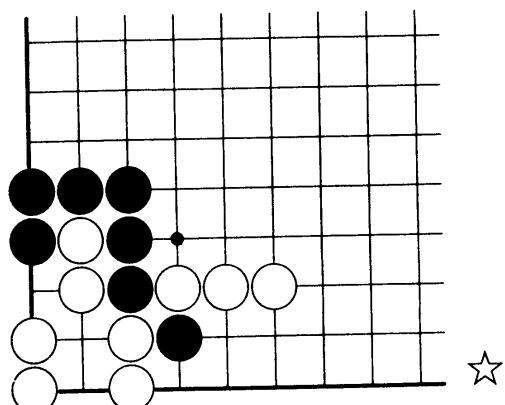
Should Black simply defend or is there something else he should do first?

Problem 100



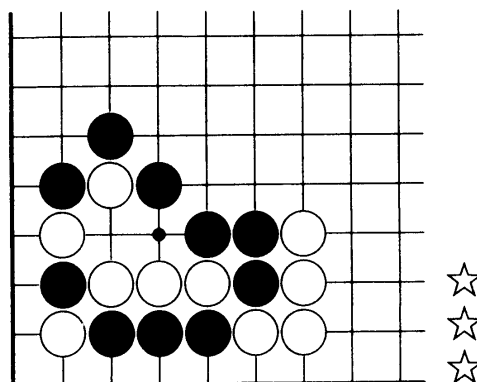
Black to rescue his four stones on the right.

Problem 101

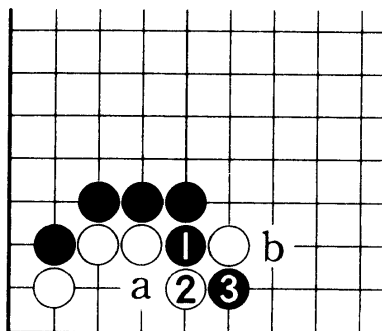


Black to capture some stones in the corner.

Problem 102

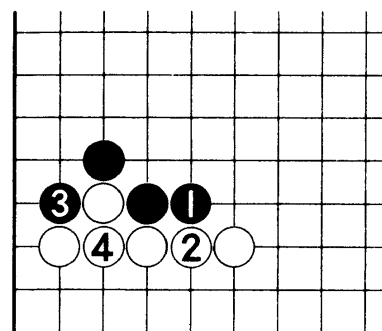


Black to capture all the white stones in the corner.



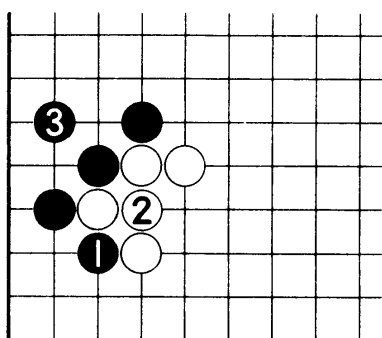
Answer 97: pushing through

Pushing through and cutting with 1 and 3 is the tesuji combination. Next, Black threatens to play 'a' or 'b'.



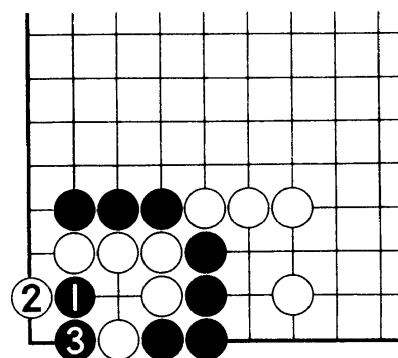
Answer 98: extending

Before playing the atari of 3, Black must extend to 1. Otherwise this extension will not be a forcing move.



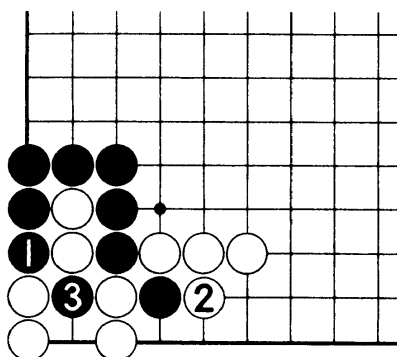
Answer 99: atari

The exchange of Black 1 for White 2 is to Black's advantage. This move must be played before Black defends at 3.



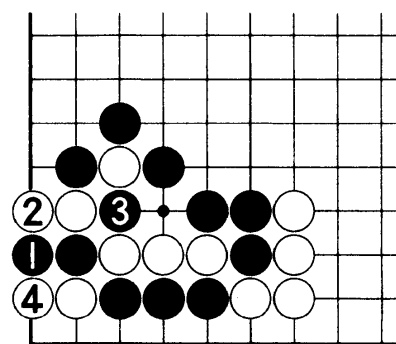
Answer 100: attaching

The attachment of Black 1 makes White's group short of liberties. If Black 1 at 3, White 1 turns the corner into a ko.



Answer 101: atari

Sometimes, even strong players miss this move. In any case, the atari of Black 1 is the most profitable way to play.

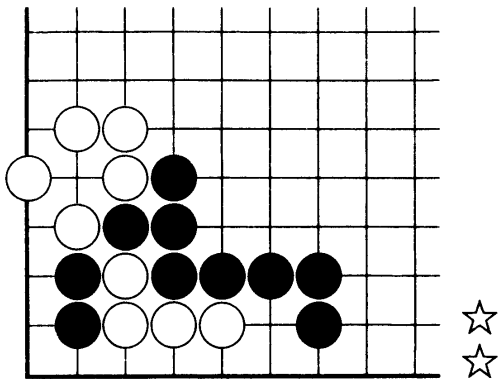


Answer 102: descending

5: to the right of 1

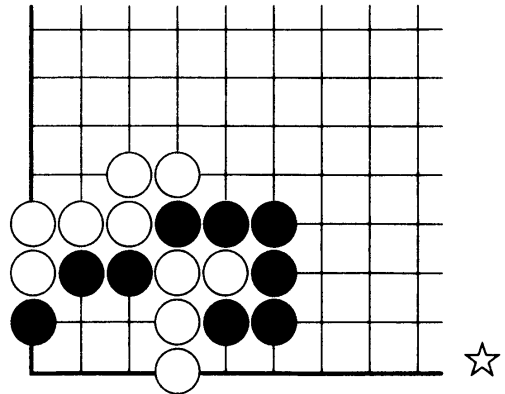
By descending to 1, Black sets up the famous 'stone tower' shape. After 5, Black captures the white stones.

Problem 103



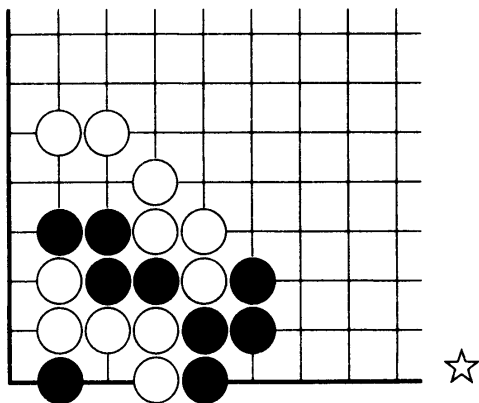
Black to rescue his two stones in the corner and capture four of White's.

Problem 104



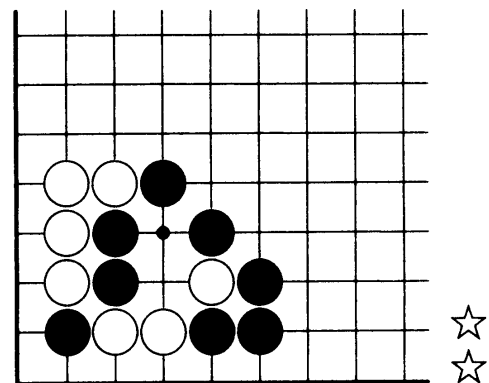
Black to rescue his three stones in the corner and capture four of White's.

Problem 105



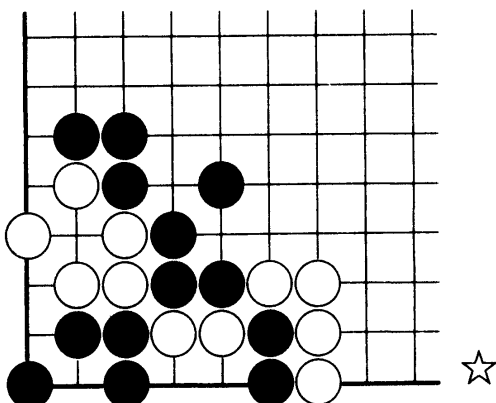
How can Black win this capturing race?

Problem 106



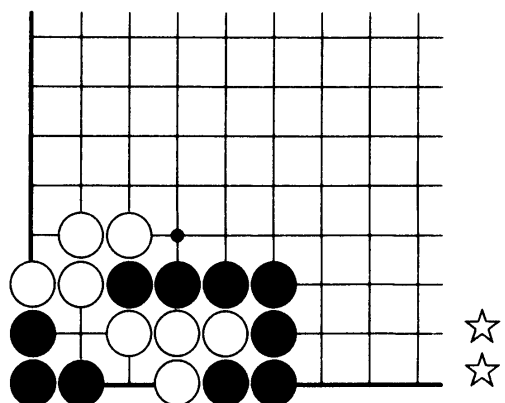
Black's stone in the corner is quite resilient. How can Black capture the three white stones on the right?

Problem 107

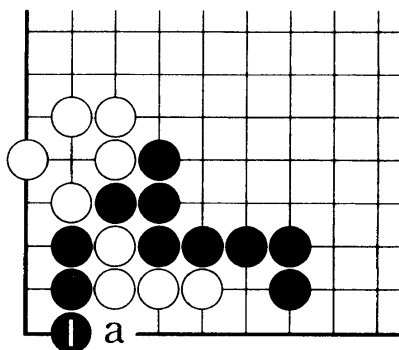


It looks as if there is a ko, but Black can capture White unconditionally.

Problem 108

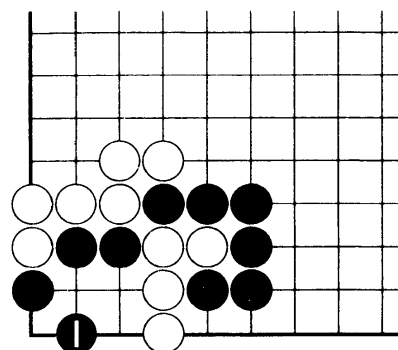


How can Black capture some white stones?



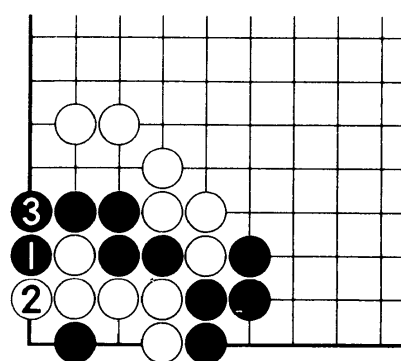
Answer 103: descending

Black takes the vital point by descending to 1. If Black rushes to fill a white liberty with 1 at 'a', White turns the corner into a ko by throwing in with 1.



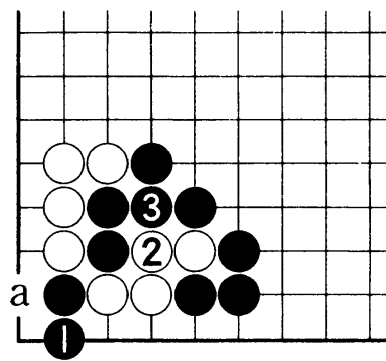
Answer 104: diagonal connection

The diagonal connection of 1 gives Black an eye in the corner. Black now wins the capturing race.



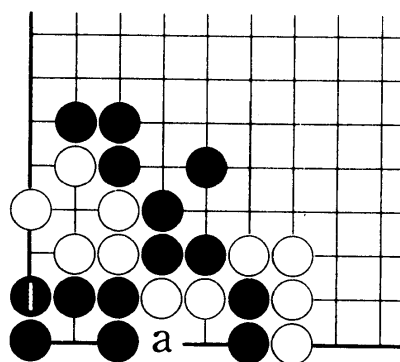
Answer 105: hane

In this shape, the simple hane, followed by the connection of 1, cleanly kills White. The simple way is always best.



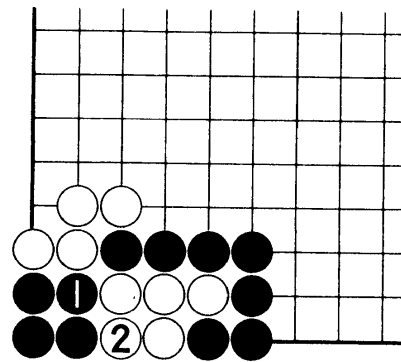
Answer 106: descending

Black 1, not 'a', is the correct direction to descend. If White 2 at 'a', Black will capture at 2.



Answer 107: connecting

If Black makes an eye by connecting at 1, he will capture the five white stones above. White is short of liberties, so he can't play at 'a'.

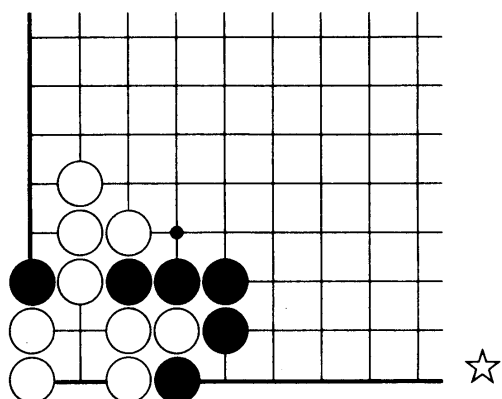


Answer 108: cutting

3: at 1

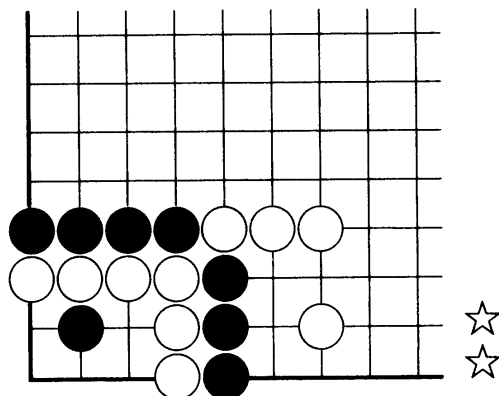
Black 1 is the only move. If White captures with 2, Black puts the five white stones in atari with 3.

Problem 109



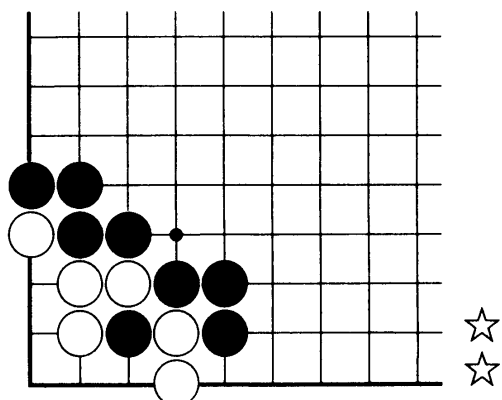
Black can capture some white stones in the corner. ☆

Problem 110



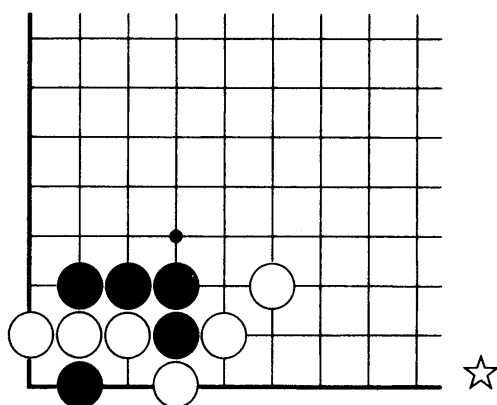
Black to capture the six white stones in the corner. ☆
☆

Problem 111



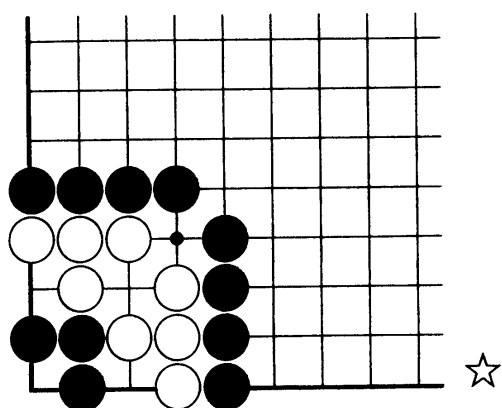
Where should Black play so as to kill the white stones in the corner. ☆
☆

Problem 112



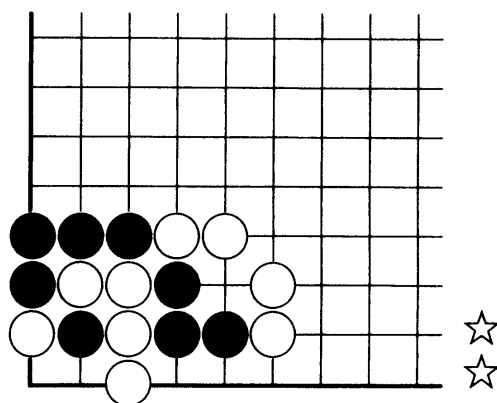
Black to capture the three white stones in the corner. ☆

Problem 113

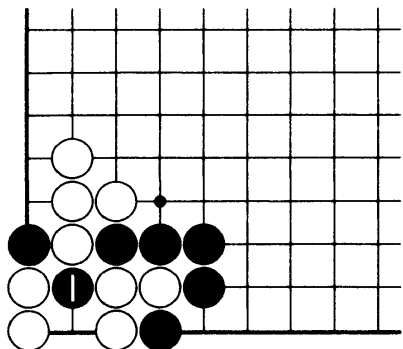


Black to rescue his three stones in the corner. ☆

Problem 114

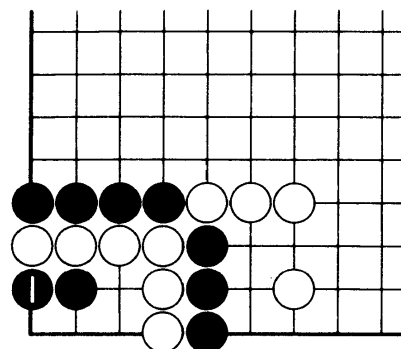


Black to capture the five white stones in the corner. ☆
☆



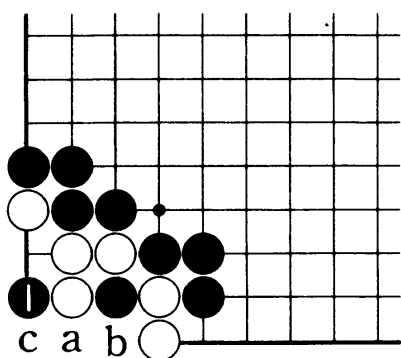
Answer 109: throwing in

After Black throws in with 1, White seems to have a lot of responses, but whatever he does, he will lose his three stones on the right.



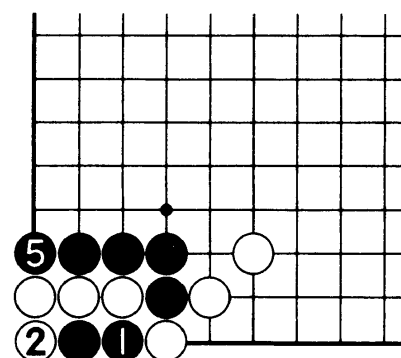
Answer 110: filling in a liberty

When you first look at this problem it seems as if White has a lot of liberties, but after Black 1, White has only two liberties to Black's three.



Answer 111: attaching

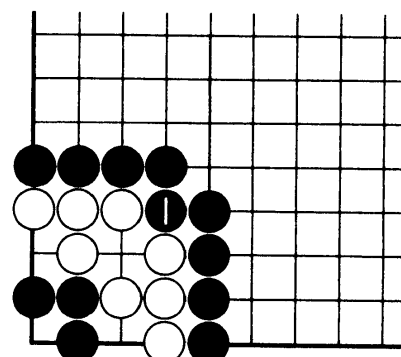
Attaching with Black 1 kills White's stones. If Black 1 at 'a', the corner becomes ko with the sequence White 'b'–Black 1–White 'c'.



Answer 112: sacrificing

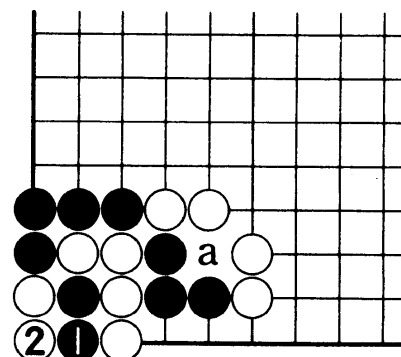
3: at 1; 4: left of 1

Black keeps White in atari by sacrificing stones with 1 and 3. After Black 5, White can't escape from atari.



Answer 113: connecting

The connection of Black 1 leaves White with a false eye, so he is unable to put the three black stones in atari. Black can atari, so he kills White.

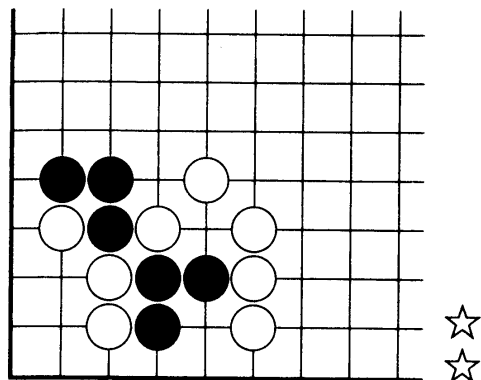


Answer 114: extending

3: throws in at 1

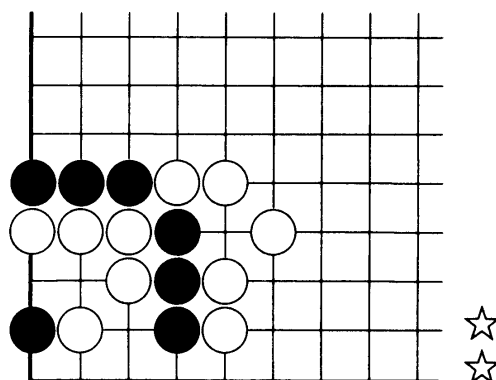
Black extends to 1, sacrificing a stone. If Black 1 at 2, White captures three stones with 'a'.

Problem 115



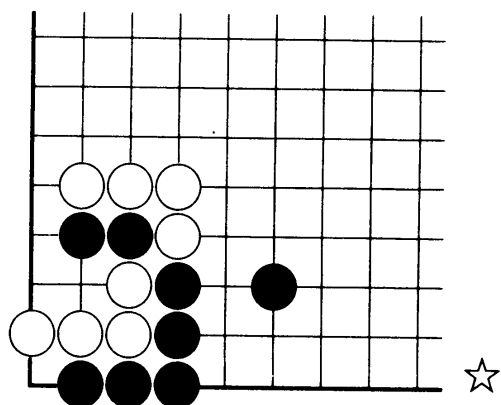
Black to capture the three white stones in the corner.

Problem 116



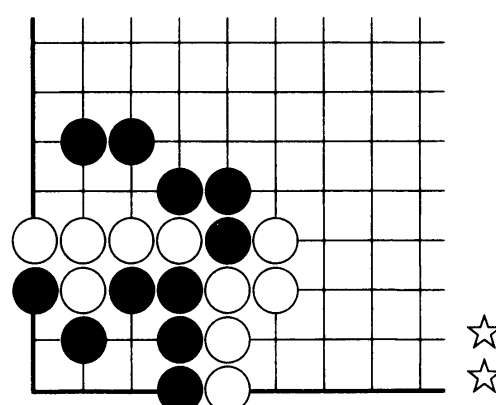
Black to capture the five white stones in the corner.

Problem 117



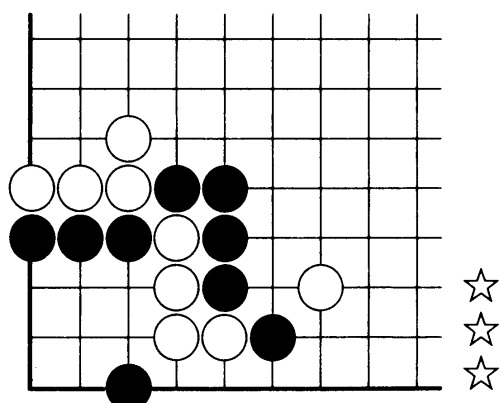
Black to capture four white stones.

Problem 118



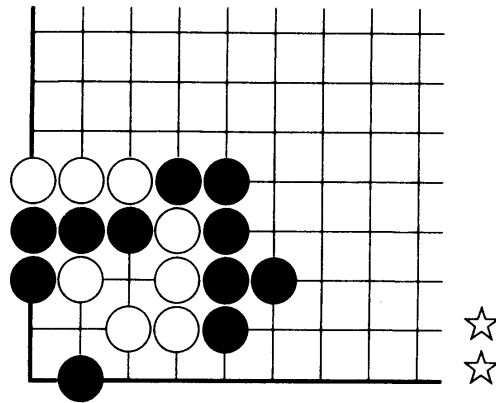
Black to capture five white stones.

Problem 119

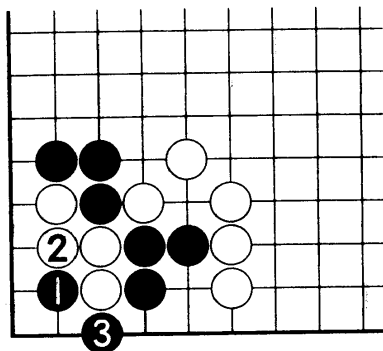


How does Black capture the four white stones at the bottom?

Problem 120

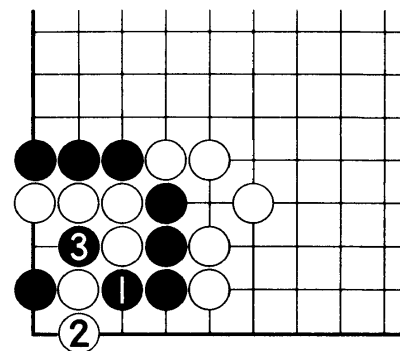


Black to win the capturing race.



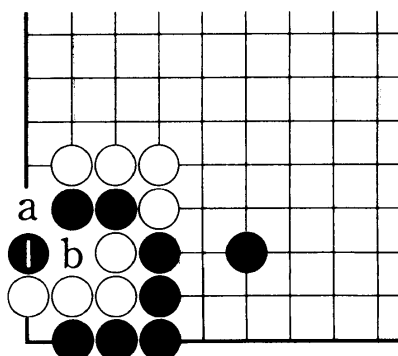
Answer 115: attaching

It seems as if White can put up a stiff resistance, but after attaching with Black 1, followed by 3, White loses the capturing race.



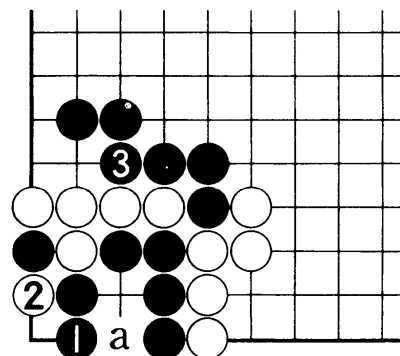
Answer 116: inserting

If Black inserts a stone between the two white ones with 1, after White 2, Black throws in at 3, setting up a snapback.



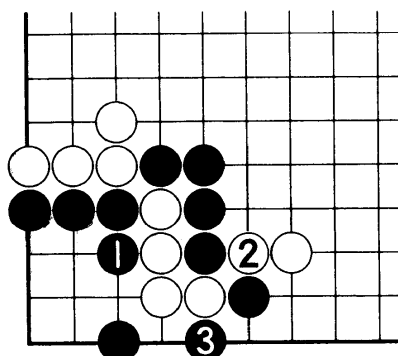
Answer 117: diagonal attachment

Black can win the capturing race by playing the diagonal attachment with 1. White is now unable to atari at either 'a' or 'b'.



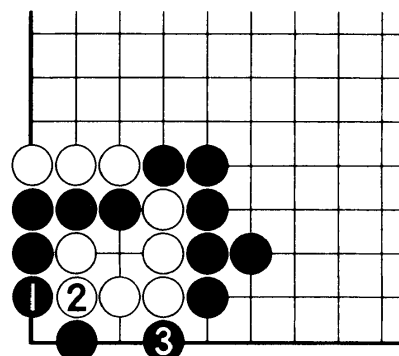
Answer 118: descending

Descending to Black 1 is the tesuji. If Black 1 at 'a', the corner becomes a ko. If Black 1 at 2, White will win the capturing race.



Answer 119: turning

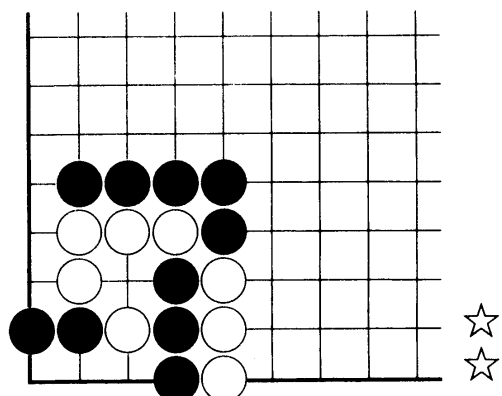
By turning at 1, Black leaves White short of liberties. In response to White 2, the hane of 3 is Black's second surprise.



Answer 120: drawing back

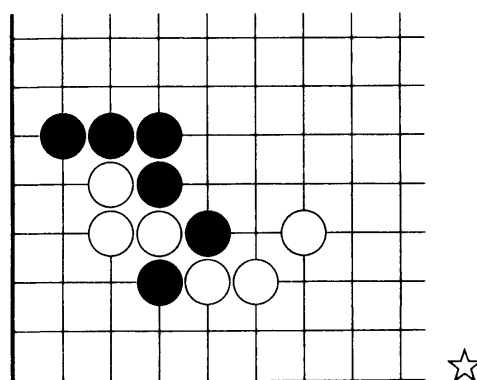
Drawing back with Black 1 is the tesuji. If Black 1 at 2, White will play at 1, and Black will find himself caught in a snapback.

Problem 121



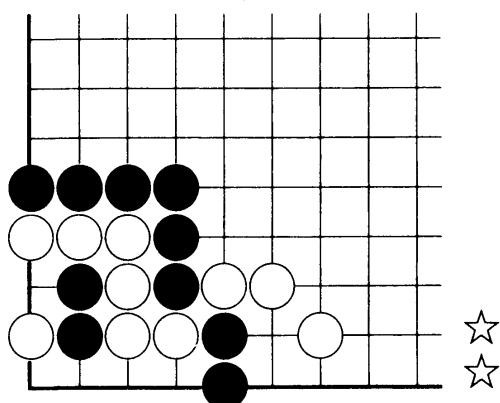
How can Black win this capturing race?

Problem 122



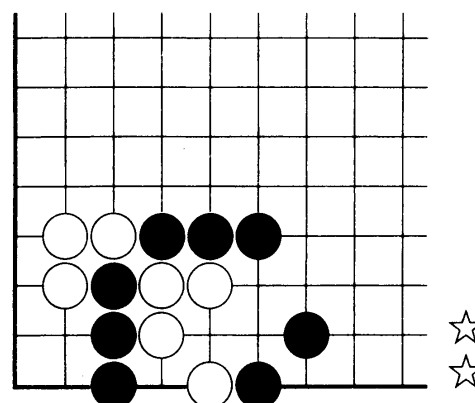
How can Black take the territory in the corner?

Problem 123



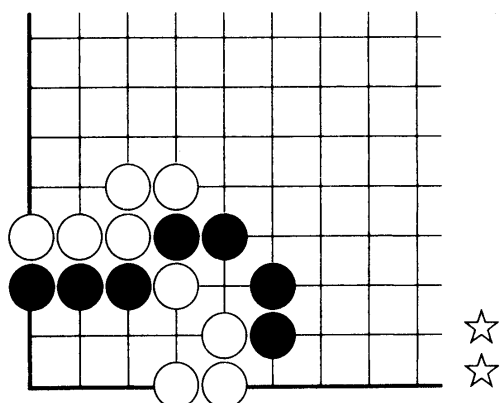
Black to capture the seven white stones in the corner.

Problem 124



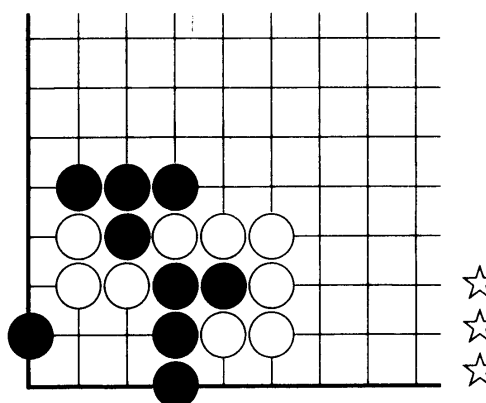
How can Black rescue his three stones in the corner?

Problem 125

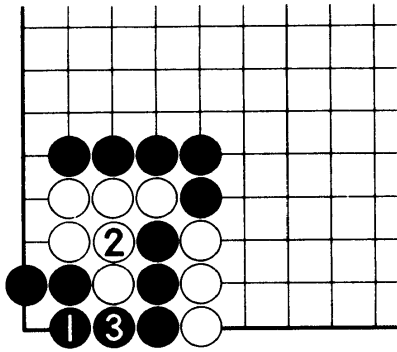


Black to capture the five white stones at the bottom.

Problem 126

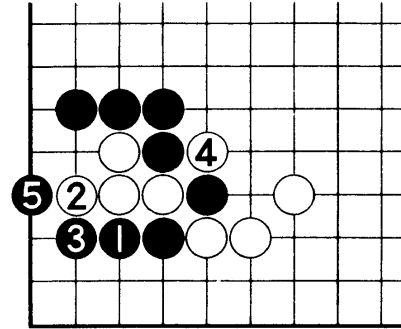


Black to capture the three white stones on the left.



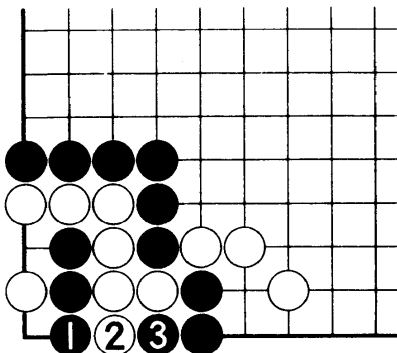
Answer 121: turning

Black 1 is the tesuji. If Black 1 at 3, White will play 1 and Black is caught in a snapback.



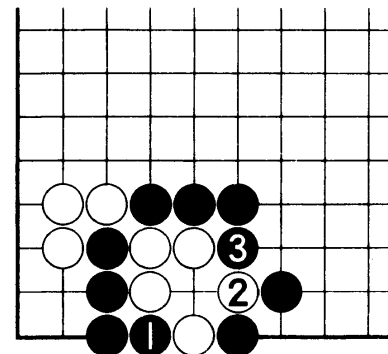
Answer 122: blocking

Blocking with 1 and 3 is the only way to keep the corner territory. White must now play 4, and Black links up with 5.



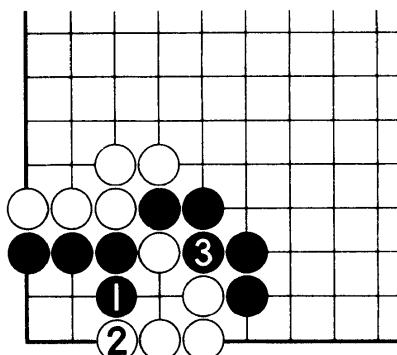
Answer 123: descending

Descending with Black 1 is the only move which will win the capturing race. If Black 1 at 2, White turns the corner into a ko by playing at 1.



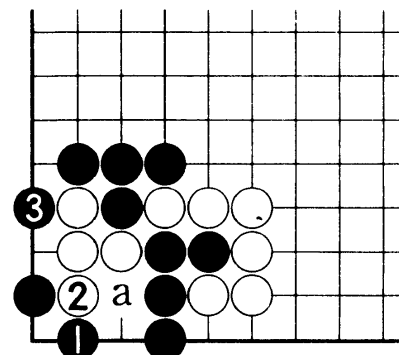
Answer 124: atari

Playing atari from the inside is the only way for Black to save his stones in the corner. Against 2, Black 3 finishes off White. Black 1 at 3 results in a ko.



Answer 125: turning

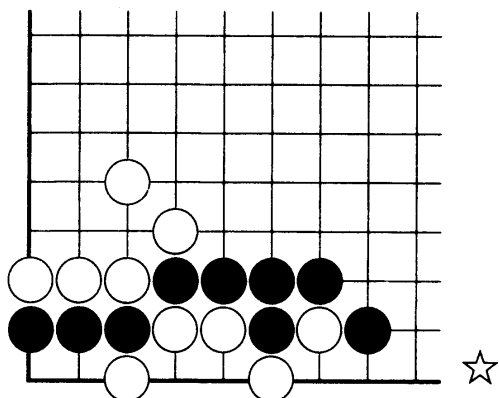
If Black turns at 1, he wipes out all White resistance. If Black 1 at 3, White plays at 1 and the corner becomes a ko.



Answer 126: diagonal move

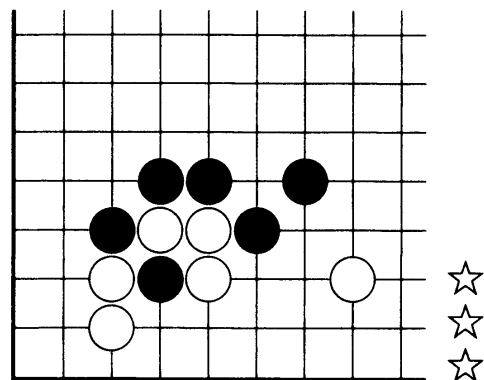
The diagonal move of 1 is the only way for Black to keep his stones alive. If Black 1 at 2, White will push through with 'a' and kill the black stones.

Problem 127



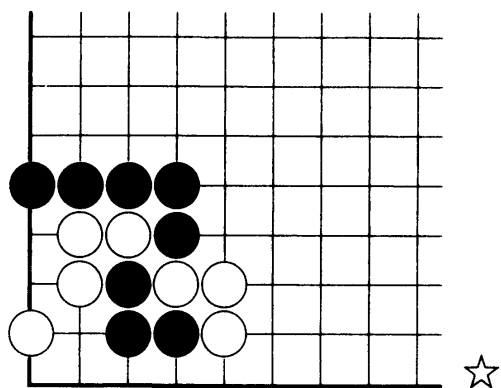
Black to rescue his three stones in the corner.

Problem 128



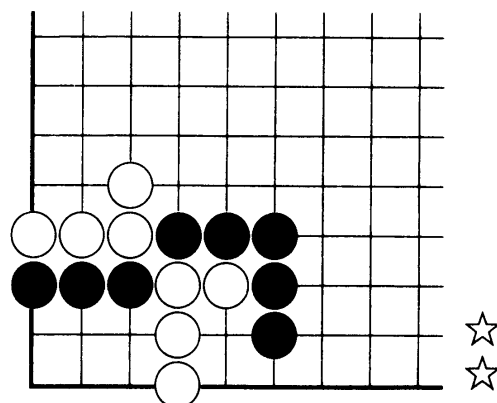
How should Black play in this position?

Problem 129



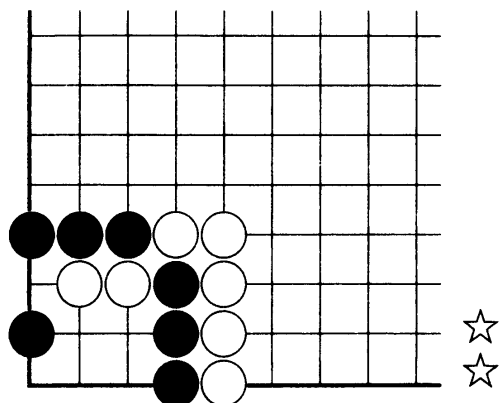
Black to capture the four white stones on the left.

Problem 130



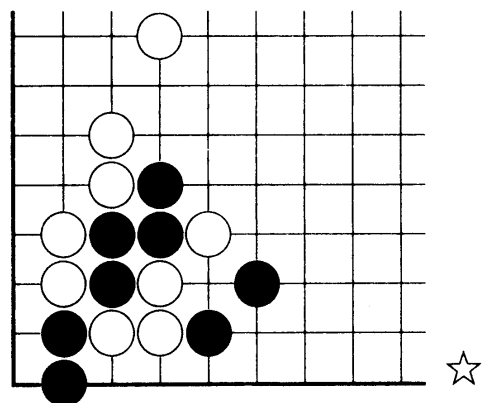
Where should Black play so as to win this capturing race?

Problem 131

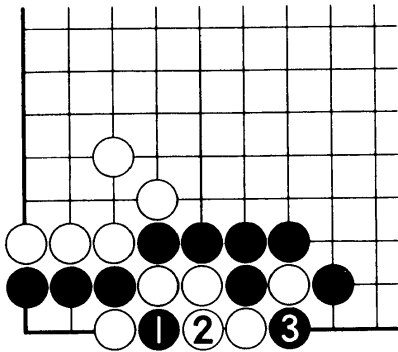


Black to capture the two white stones in the corner.

Problem 132

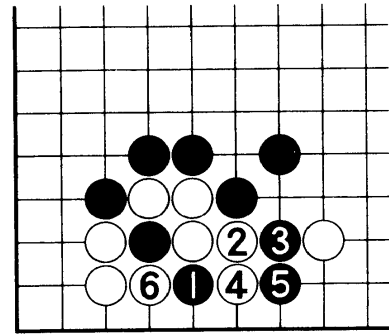


Black to link up all of his stones.



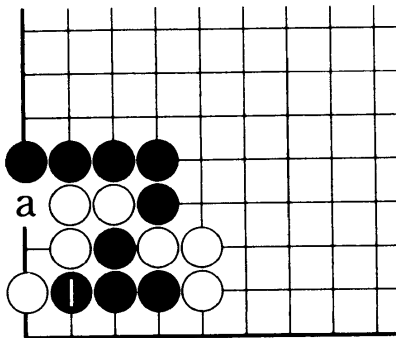
Answer 127: throwing in

Throwing in with Black 1 is the only move. If Black 1 at 2, White will connect at 1 and kill the three black stones in the corner.



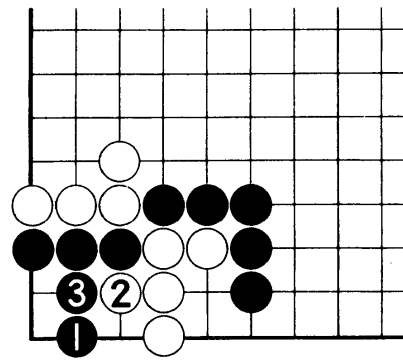
Answer 128: atari

Black plays three ataris up to 5. The solitary white stone on the outside is now isolated and Black has made a thick position on the outside.



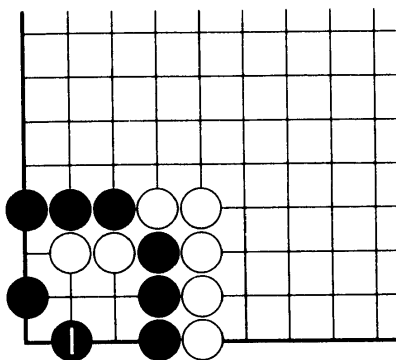
Answer 129: inserting

Inserting with Black 1 is the only move. If Black 1 at 'a', White will win the capturing race after he plays at 1.



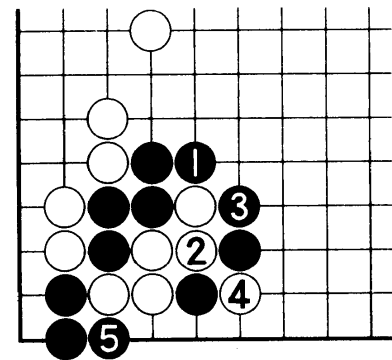
Answer 130: jumping

Black should jump to 1, making an eye in the corner. After this, Black wins the capturing race.



Answer 131: diagonal move

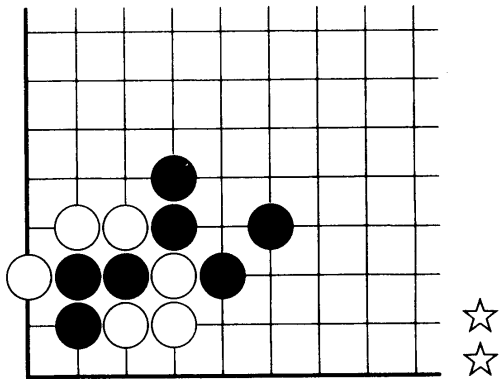
The diagonal move of 1 saves Black's three stones on the right while killing the two white stones above.



Answer 132: turning

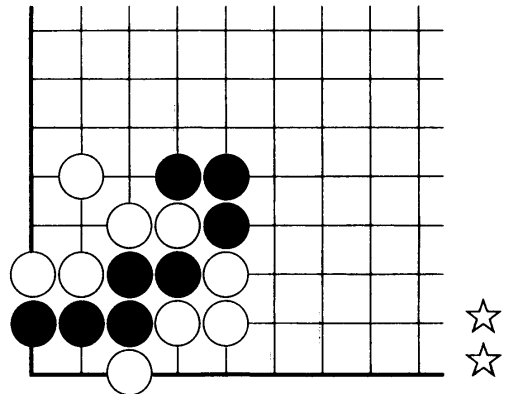
If Black turns at 1, he saves all his stones. If White connects at 2, Black 3 and 5 kill the white stones.

Problem 133



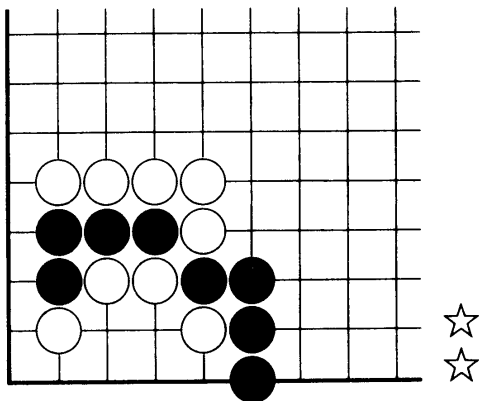
How can Black rescue his three stones in the corner?

Problem 134



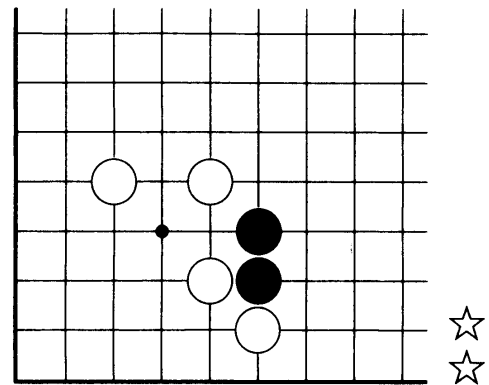
How can Black rescue his five stones in the corner?

Problem 135



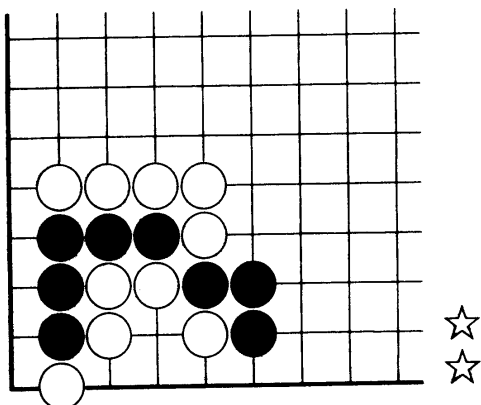
How can Black rescue his four stones on the left?

Problem 136



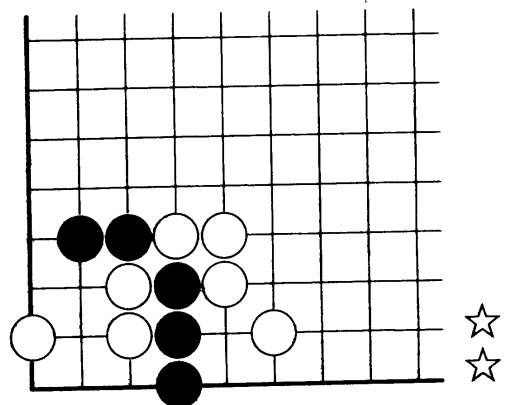
How should Black play in this position?

Problem 137

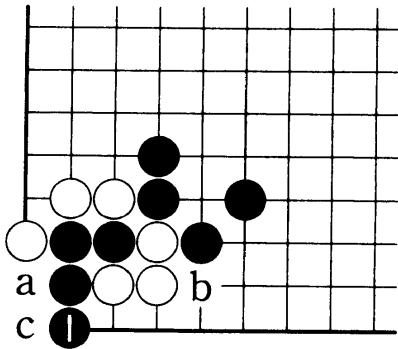


How can Black kill the five White stones at the bottom?

Problem 138

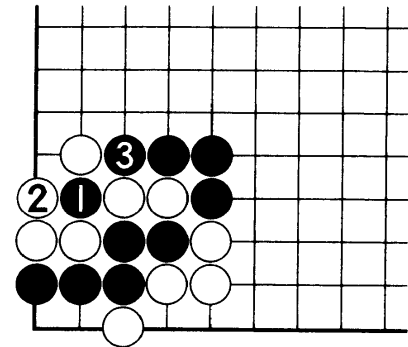


How can Black capture the three white stones in the corner?



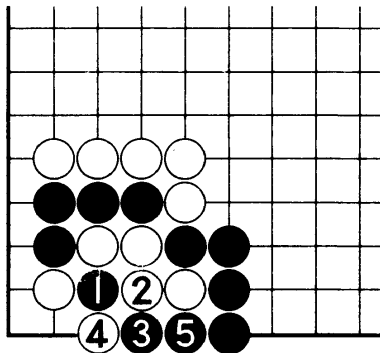
Answer 133: descending

Descending with Black 1 is the only move. Against White 'a', Black plays 'b', and White can't atari at 'c' because he is short of liberties.



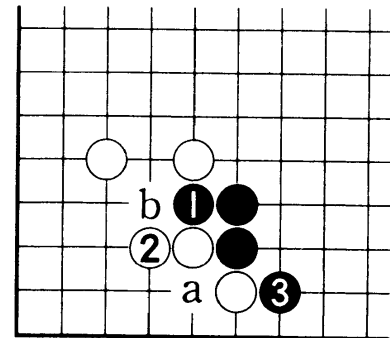
Answer 134: throwing in

Black doesn't have much room to maneuver. He has to hit White at the vital point with the double atari of 1, then atari again at 3.



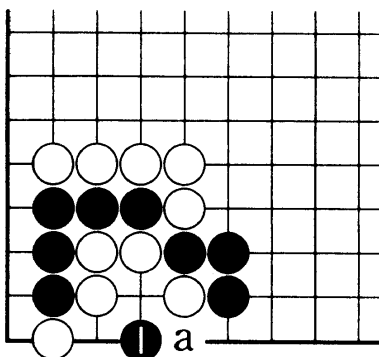
Answer 135: cutting

First, Black must cut with 1. Next, he squeezes with 3 and 5; the white stones are now captured.



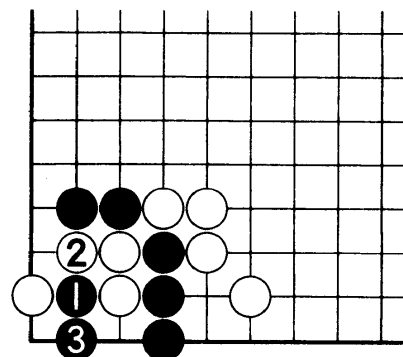
Answer 136: pushing through

Black should first play at 1, forcing White to answer with 2. If Black 1 at 3, White connects at 'a', then in response to Black 1, White plays 'b'.



Answer 137: placement

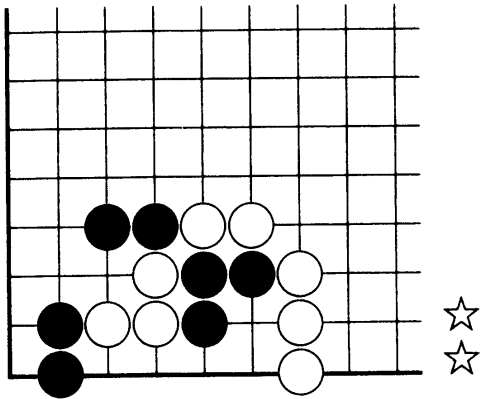
The placement of Black 1 is the vital point of this capturing race. If Black 1 at 'a', White will play at 1 and the corner becomes a ko.



Answer 138: wedging in

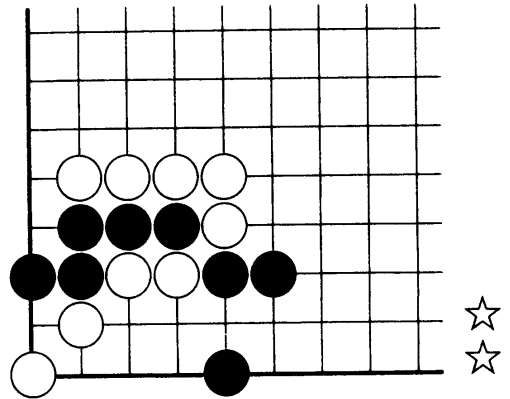
Wedging in with Black 1 is the tesuji. If Black 1 at 2, White will play 2 at 1 and his stones will have four liberties against Black's three.

Problem 139



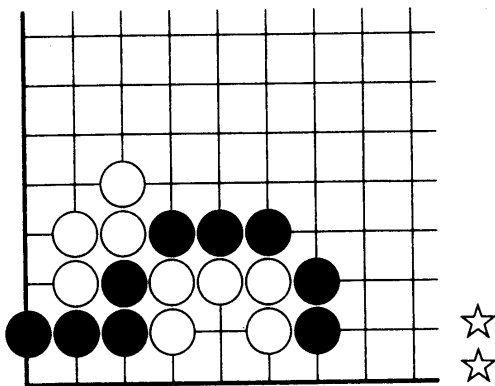
Black to capture the three white stones on the left.

Problem 140



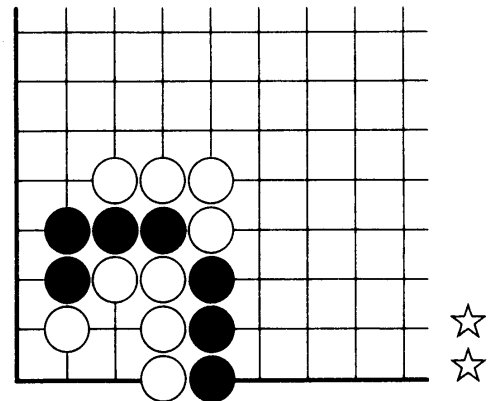
What is the tesuji combination to kill the white stones in the corner?

Problem 141



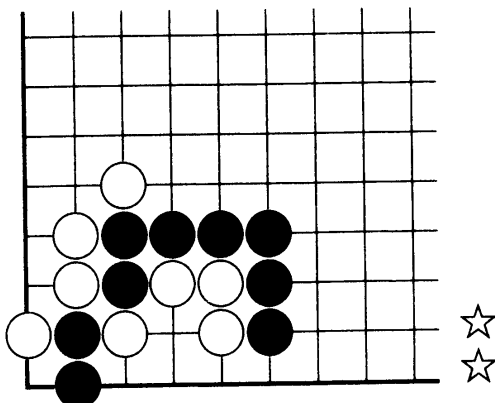
How can Black kill the five white stones on the right?

Problem 142



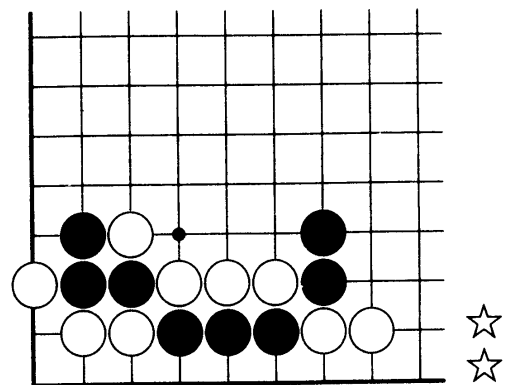
Where is Black's tesuji to capture the white stones in the corner?

Problem 143

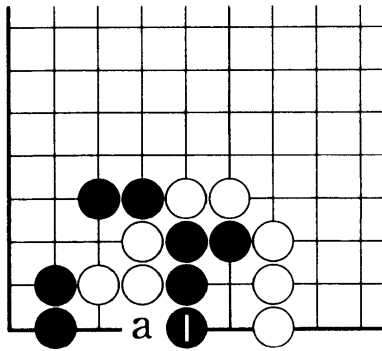


Black to rescue his two stones in the corner.

Problem 144

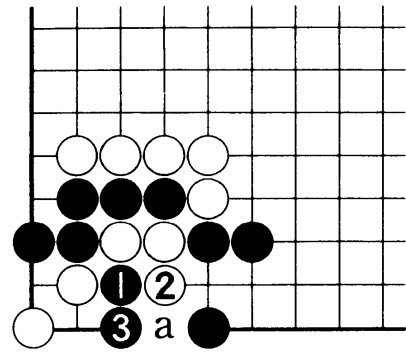


Black to rescue his six stones on the left.



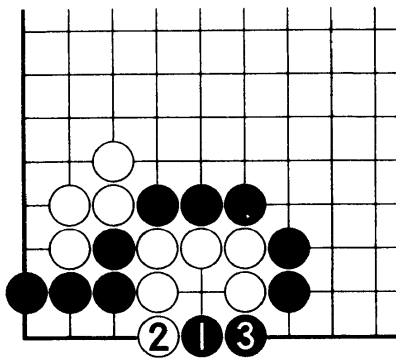
Answer 139: descending

Descending with Black 1 is the correct tesuji. If Black 1 at 'a', White will throw in at 1 and win the capturing race.



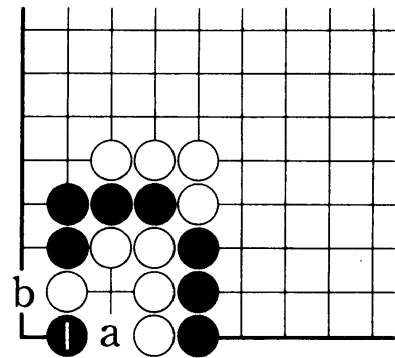
Answer 140: cutting

Cutting with Black 1 and descending to 3 are the tesuji combination. Black loses the capturing race if he squeezes with Black 3 at 'a'.



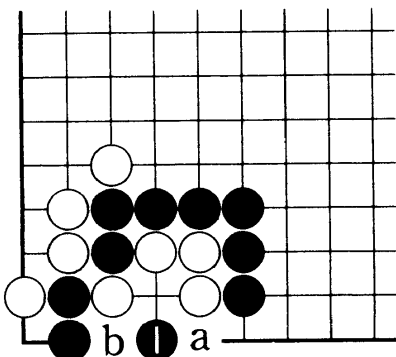
Answer 141: placement

The placement of Black 1 is the vital point. Black wins the capturing race by one move.



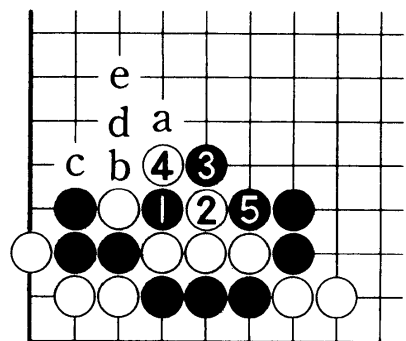
Answer 142: clamping

Clamping with Black 1 is the tesuji. Black 1 at 'a' or at 'b' fails.



Answer 143: placement

The placement of Black 1 is the tesuji to rescue the two black stones in the corner. If Black 1 at 'a', White 'b'. If Black 'b', White 1 creates a ko.

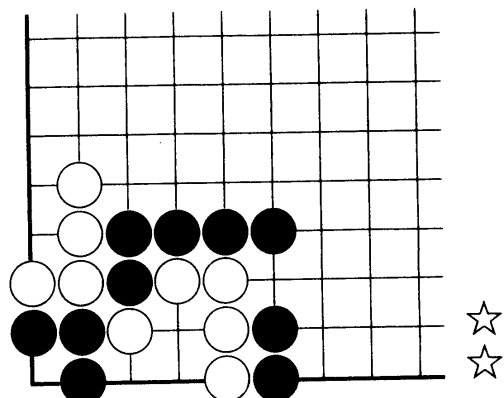


Answer 144: cutting

6: at 1

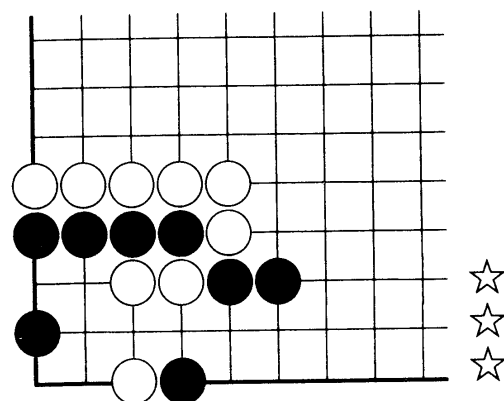
The cut of Black 1, followed by the squeeze of 3 and 5, sets up a ladder from Black 'a' to Black 'e'.

Problem 145



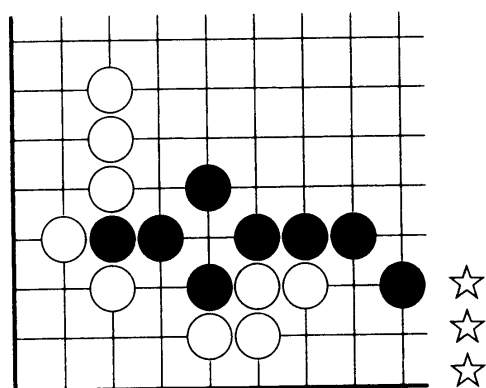
Black to rescue his three stones in the corner.

Problem 146



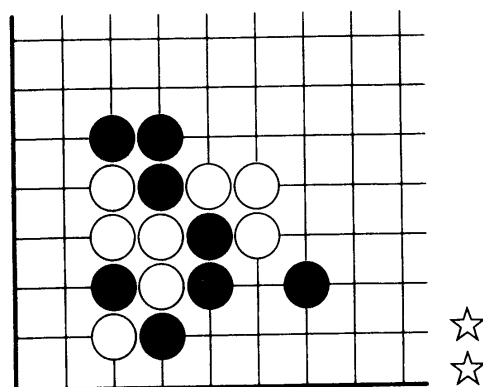
Black to kill the three white stones on the side.

Problem 147



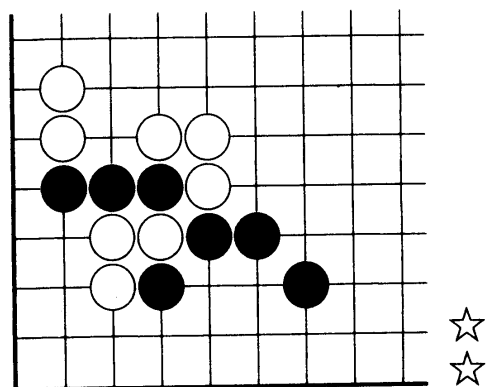
Black to prevent the white stones from linking up.

Problem 148



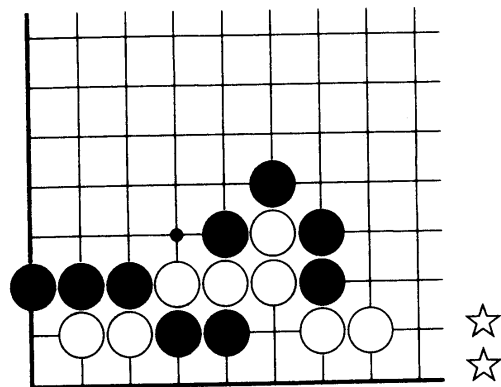
Black to capture the white stones in the corner.

Problem 149

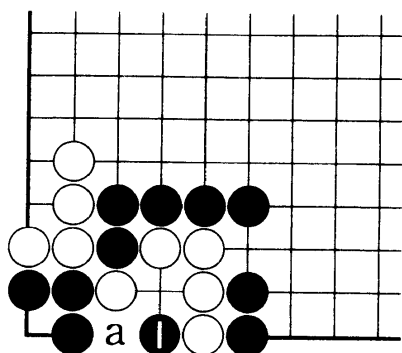


Black to rescue his three stones on the left.

Problem 150

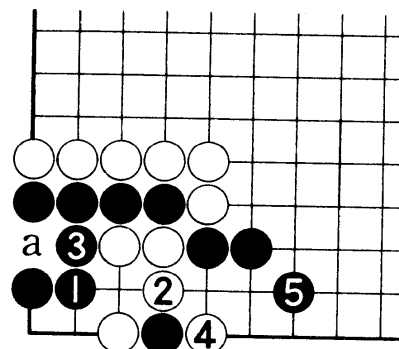


Black to rescue his two stones on the second line.



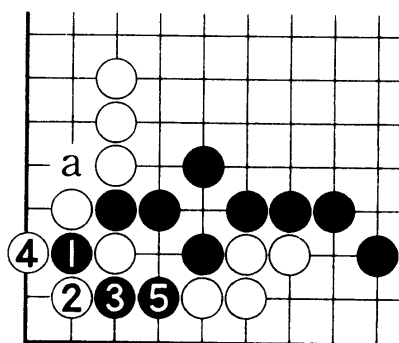
Answer 145: attaching

Black can win the capturing race by attaching with 1. If Black 1 at 'a', White 1 turns the corner into a ko.



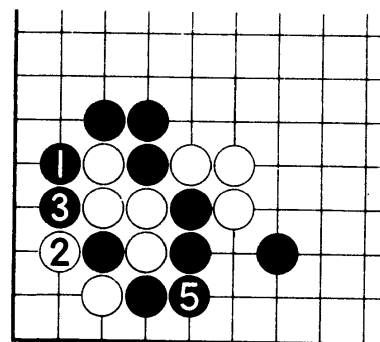
Answer 146: standing

Standing with Black 1 is the tesuji. Black gets an eye in the corner with the sequence to 5. If White 2 at 3, Black wins the capturing by playing 'a'.



Answer 147: cutting

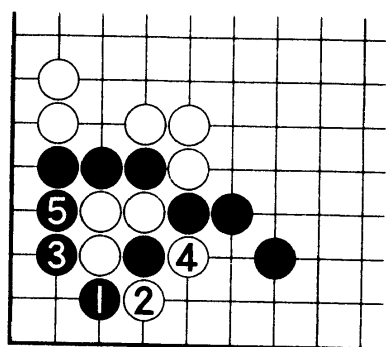
Cutting with Black 1 separates the four white stones on the right from their allies on the left. If White 2 at 3, Black captures with 'a'. If Black 1 at 5, White links up by playing at 3.



Answer 148: atari

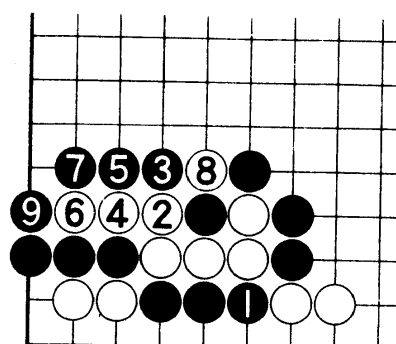
4: connects (right of 2)

Black can capture the white stones in the corner by playing atari with 1 and 3, then connecting at 5.



Answer 149: hane

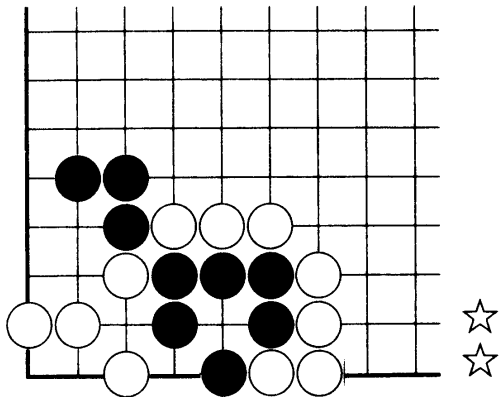
Black can kill the white stones by playing the hane of 1, then squeezing with 3 and 5.



Answer 150: atari

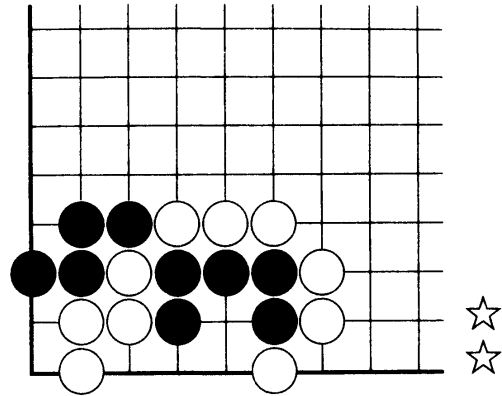
After playing an atari with 1, Black squeezes with the sequence to 7. After Black 9, White can't escape atari.

Problem 151



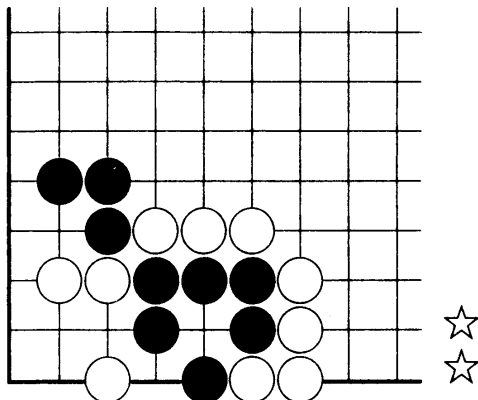
Black to rescue his six stones on the right.

Problem 152



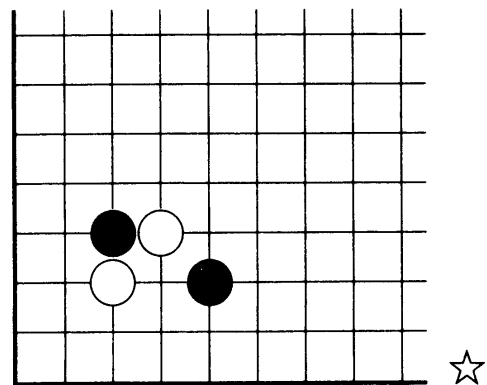
Black to kill the four white stones on the left.

Problem 153



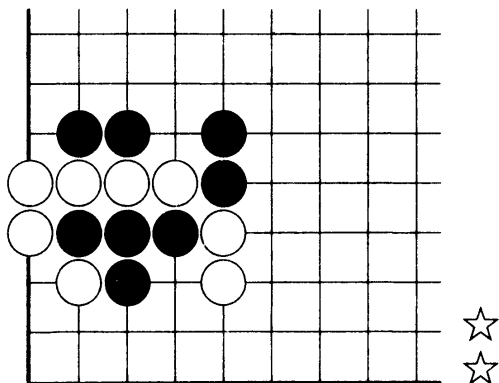
Black to rescue his six stones on the right.

Problem 154



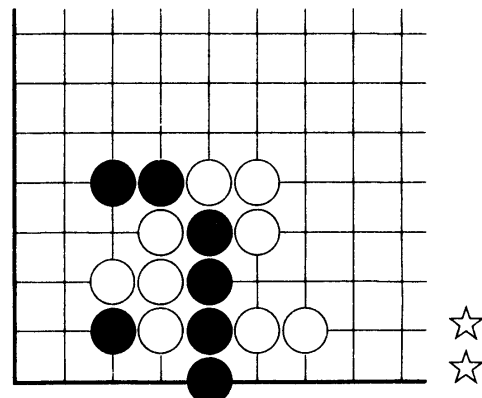
Where should Black play to gain the advantage in the corner?

Problem 155

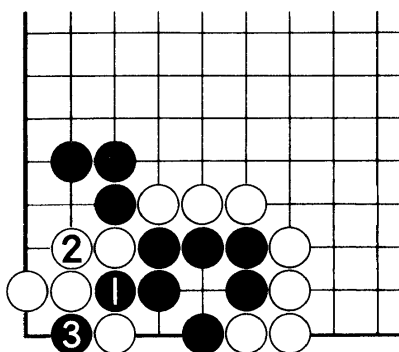


Black to rescue his four stones in the corner and kill the six white stones.

Problem 156

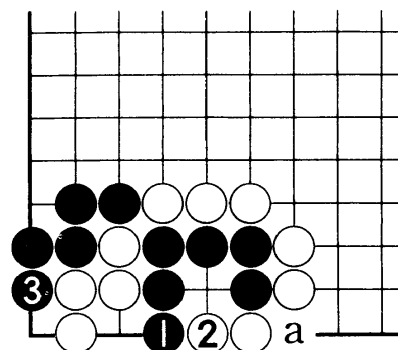


How can Black capture the four white stones in the corner?



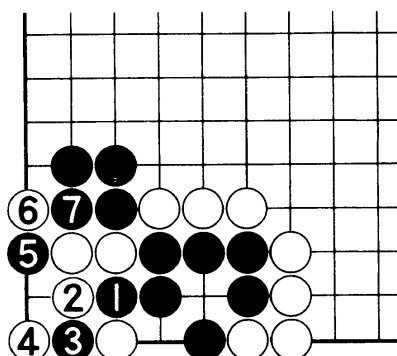
Answer 151: atari

Black first ataris with 1, then destroys White's eye in the corner by throwing in with 3. Black now easily wins the capturing race.



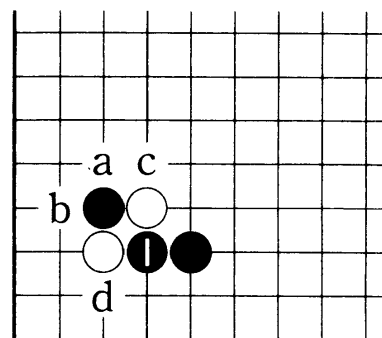
Answer 152: descending

Descending with Black 1 is the tesuji. If Black 1 at 2, it becomes a ko after the sequence White 'a'–Black 3–White 1.



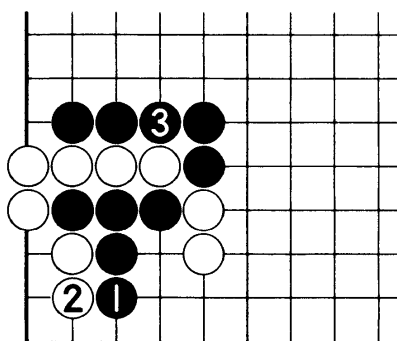
Answer 153: pushing through

Black pushes through with 1, then destroys White's eye in the corner with 3 and 5. White can never atari Black.



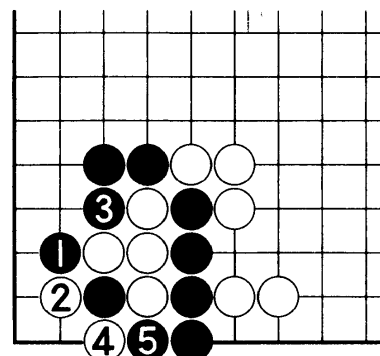
Answer 154: cutting

The cut of Black 1 should occur to you instantly. White can continue with the sequence White 'a'–Black 'b'–White 'c', or White 'b'–Black 'a'–White 'd'.



Answer 155: descending

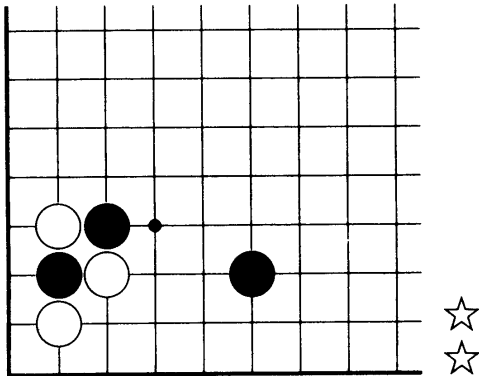
By descending to 1, Black increases his liberties in this capturing race. If Black 1 at 2, White ataris at 1 and captures Black.



Answer 156: hane

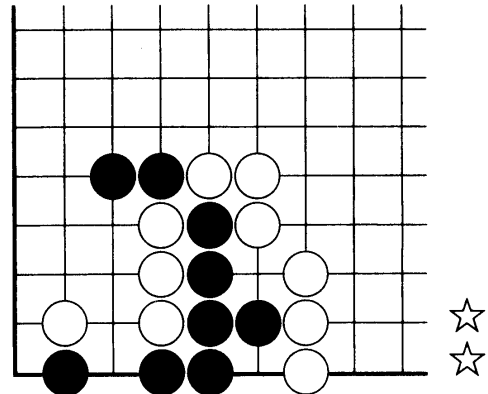
The hane of Black 1 captures the white stones in the corner with the sequence to 5. If Black 1 at 5, White escapes with 1.

Problem 157



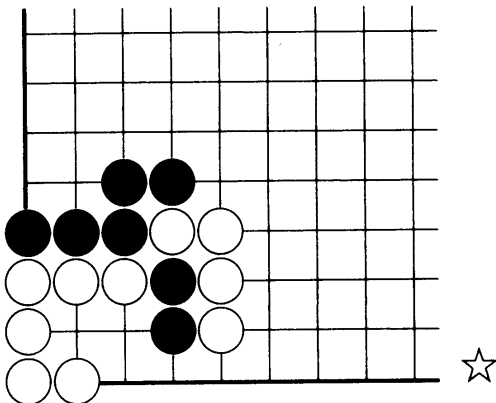
How should Black settle his stones in the corner?

Problem 158



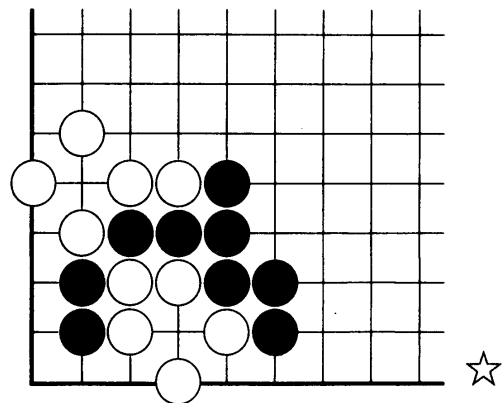
How can Black capture the white stones in the corner?

Problem 159



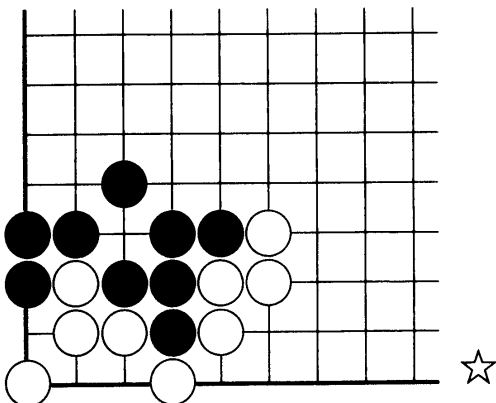
Black to capture the white stones in the corner.

Problem 160



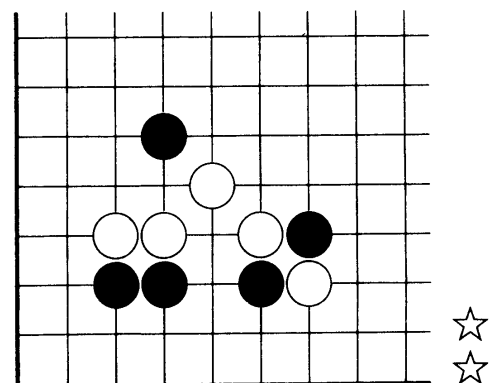
How can Black kill the white stones at the bottom?

Problem 161

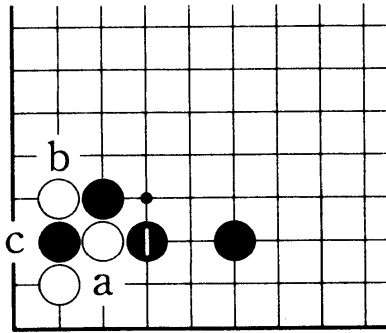


Black to capture the four white stones in the corner.

Problem 162

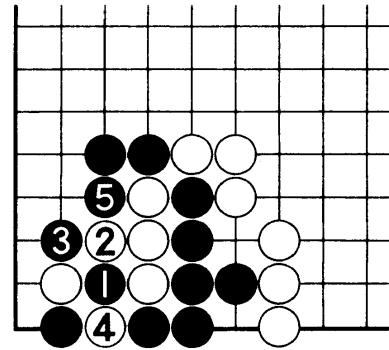


Where is Black's strongest move in this position?



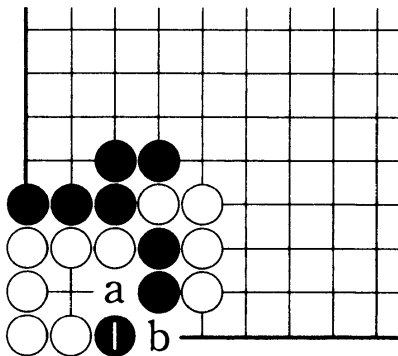
Answer 157: atari

The atari of 1 gives Black good shape. If White 'a' next, Black 'b'; if White 'c', Black forces with 'a'.



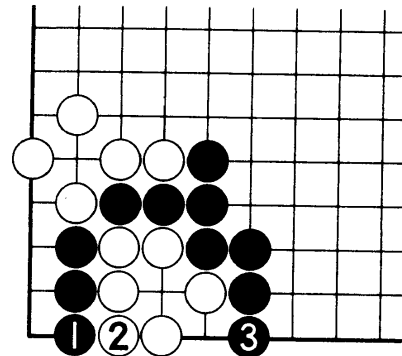
Answer 158: wedging in

Wedging in at 1, followed by the ataris of 3 and 5, captures the white stones.



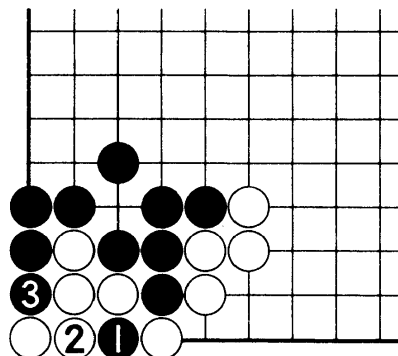
Answer 159: diagonal attachment

The diagonal attachment of Black 1 wins the capturing race. If Black 1 at 'a', White will hane at 'b' and Black loses.



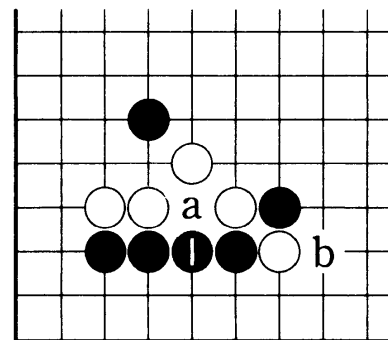
Answer 160: descending

Black wins the capturing race by descending in the corner with 1, followed by another descent at 3. If Black 1 at 3, White 2 at 1 starts a ko.



Answer 161: throwing in

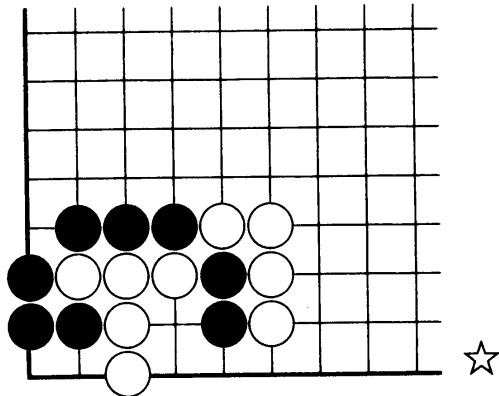
Throwing in with 1 is the tesuji. After Black 3, White can't escape from atari. Black 1 at 3 fails: White will connect at 1.



Answer 162: connecting

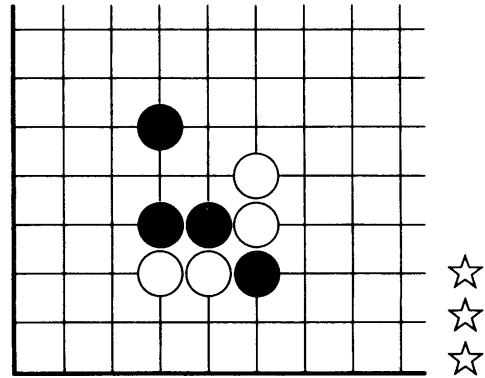
Black must connect at 1. He can now aim at 'a' or 'b'. White is at a loss as to how to defend.

Problem 163



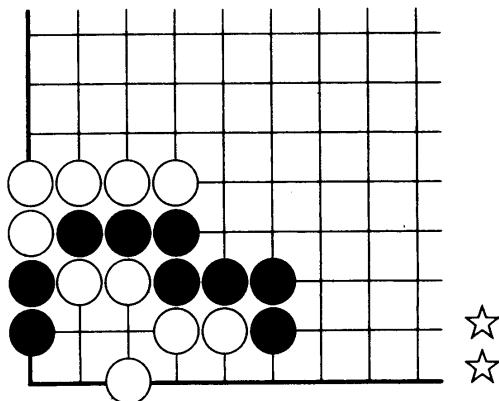
Black to kill the five white stones in the corner.

Problem 164



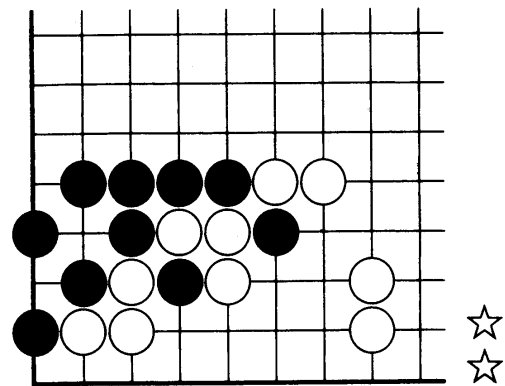
Where is the vital point for Black in this position?

Problem 165



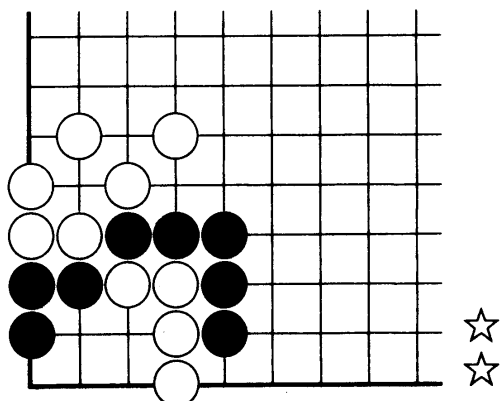
Black to rescue his two stones in the corner.

Problem 166



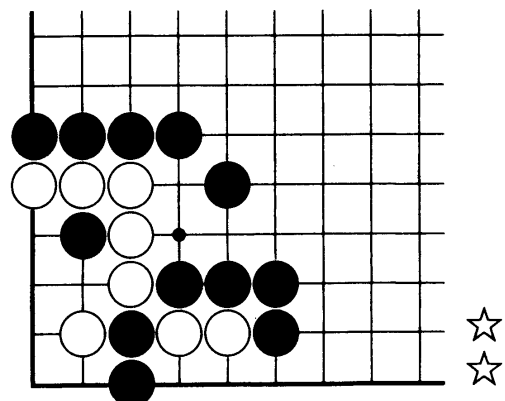
Black to kill the three white stones in the corner.

Problem 167

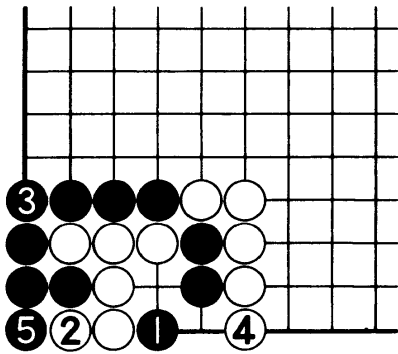


Black to kill four white stones and rescue his three in the corner.

Problem 168

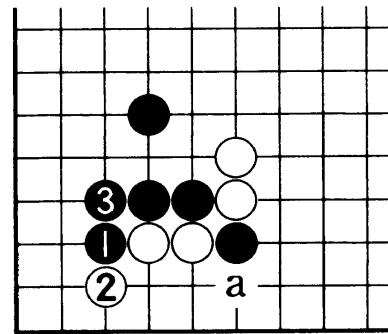


Black to kill the white stones in the corner.



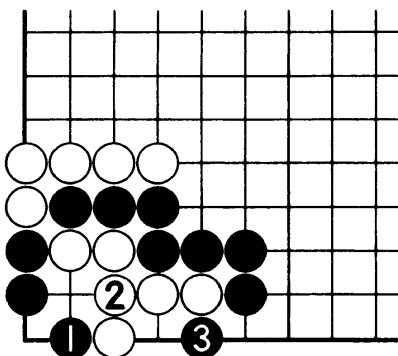
Answer 163: diagonal attachment

The diagonal attachment of Black 1 is a tesuji often used in capturing races. Up to 5, Black captures White.



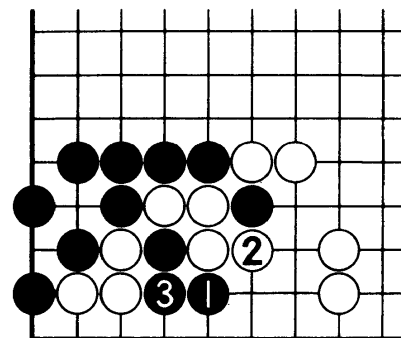
Answer 164: hane

The hane of Black 1 is the vital point of the two white stones. After 3, White must fight by playing 'a'.



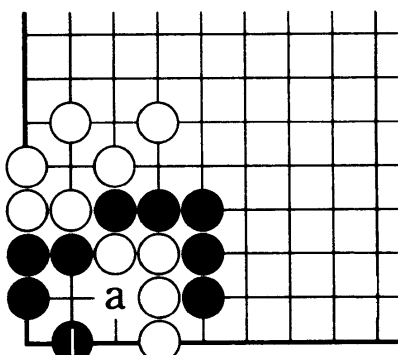
Answer 165: diagonal attachment

The diagonal attachment of Black 1 destroys White's eye shape. After Black 3, White's resistance collapses.



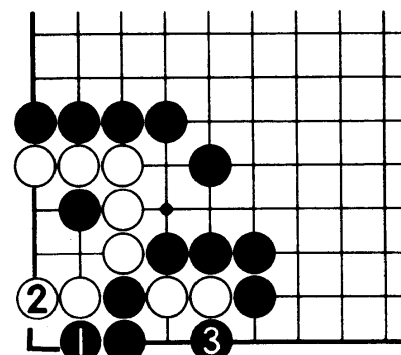
Answer 166: atari

Black comes to life in the middle of White's territory with the atari of 1. If White 2 at 3, Black squeezes with 2.



Answer 167: diagonal move

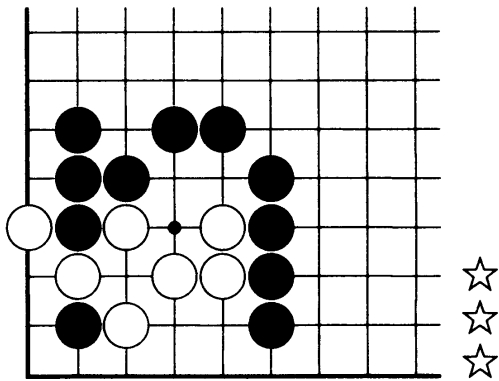
The diagonal move of Black 1 makes an eye in the corner and White dies. If Black 1 at 'a', White will play at 1, and it is Black who dies.



Answer 168: turning

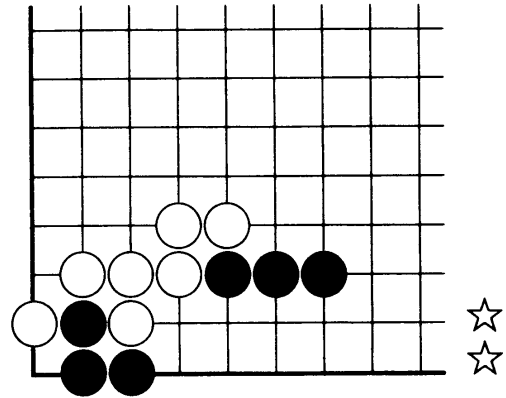
Since Black has the opportunity, he should turn at 1. This move kills the white stones in the corner. Now he can come back and capture with 3.

Problem 169



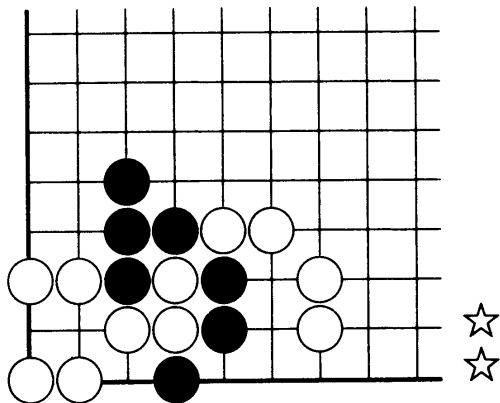
Black to kill the white stones in the corner.

Problem 170



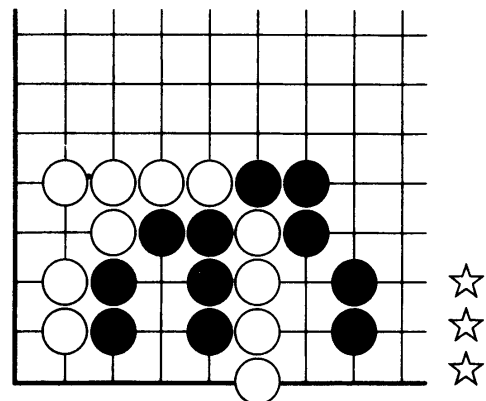
Black to link up his three stones in the corner with his allies on the right.

Problem 171



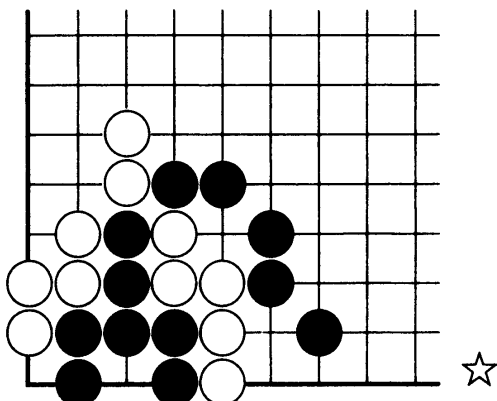
Black to kill the white stones in the corner.

Problem 172



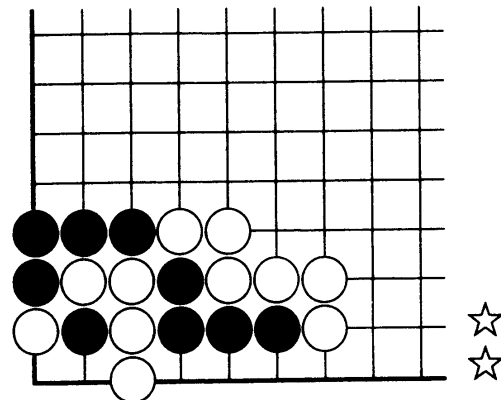
How can Black rescue his stones on the left and kill White's on the right?

Problem 173

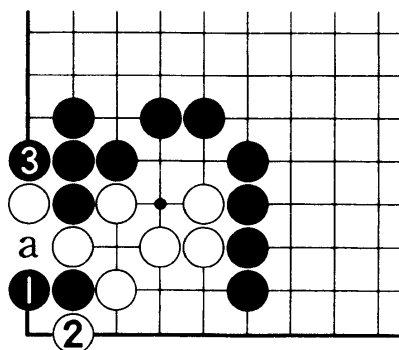


Black to rescue his seven stones in the corner and kill five of White's.

Problem 174

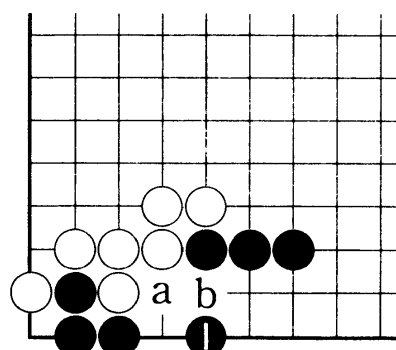


Black to kill the White stones in the corner.



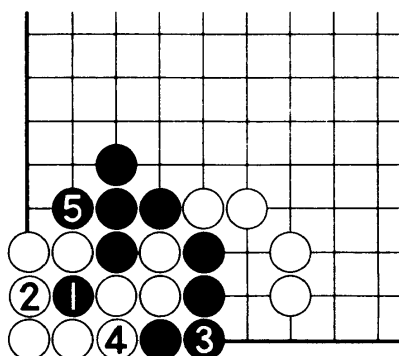
Answer 169: descending

Descending to Black 1, followed by 3, leaves White with only one eye. If White 2 at 'a' Black ataris at 3. If Black 1 at 3, White gets two eyes at 1.



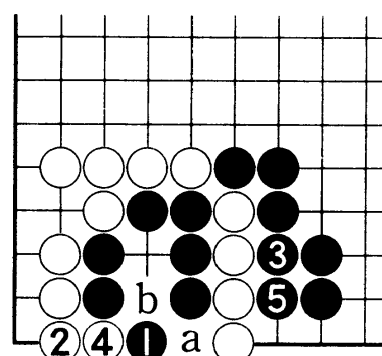
Answer 170: jumping

By jumping to 1, Black links up all his stones. If Black 1 at 'a', White 'b'—Black 1 results in a ko.



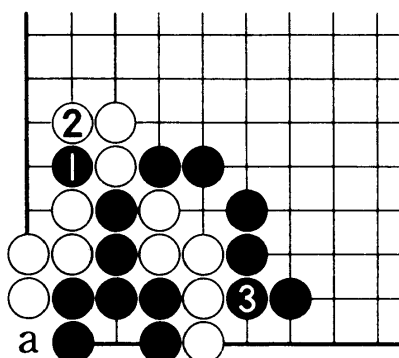
Answer 171: throwing in

Black can win the capturing race by throwing in at 1 and following the sequence to 5. If Black 1 at 3, White plays at 1, winning the capturing race.



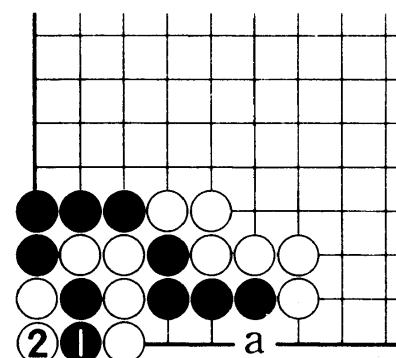
Answer 172: making an eye

Black patches up his defects by making an eye at 1. If Black 1 at 'a', White 'b' kills Black. If Black 1 at 3, White at 1 again kills Black.



Answer 173: cutting

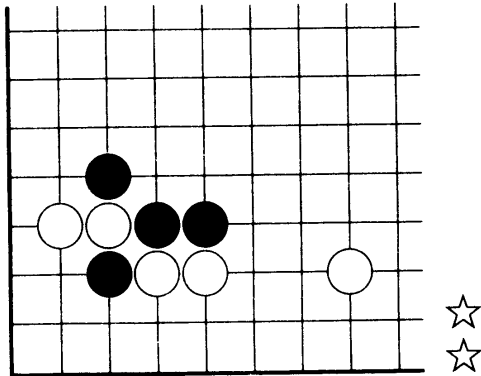
Cutting at Black 1 leaves White short of liberties: he can't atari at 'a' without capturing the black stone. Black wins the capturing race with 3.



*Answer 174: atari
3: throws in at 1*

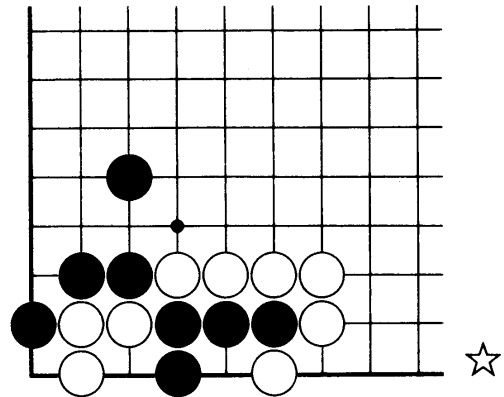
Black sacrifices a stone with the atari of 1. If Black 1 at 2, White captures Black by playing at 'a'.

Problem 175



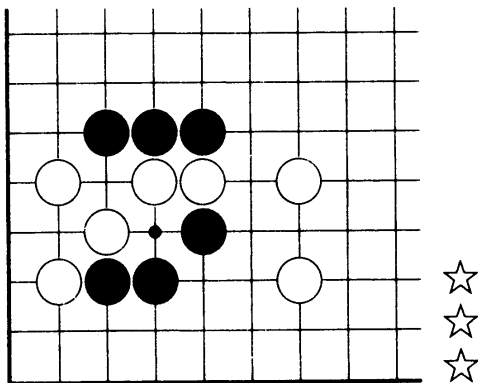
Where should Black play to take the initiative in the corner?

Problem 176



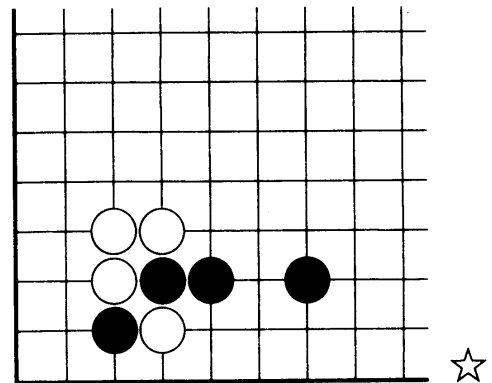
Black to capture the three white stones in the corner.

Problem 177



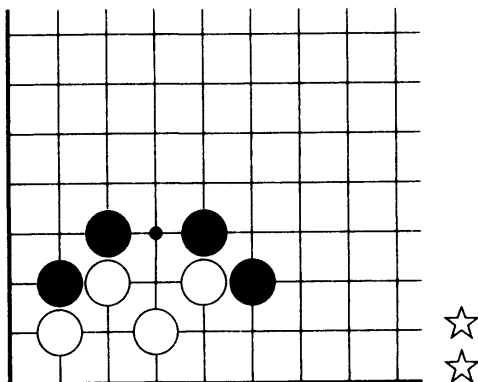
How can Black link up his stones?

Problem 178



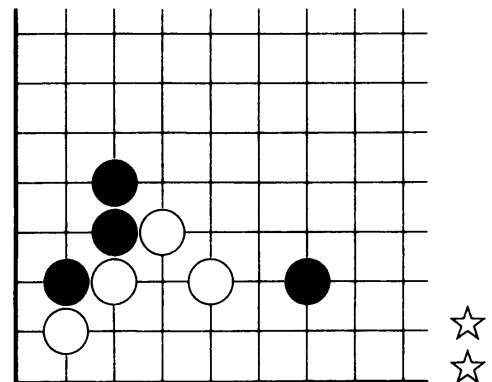
Where is the vital point for Black in this position?

Problem 179

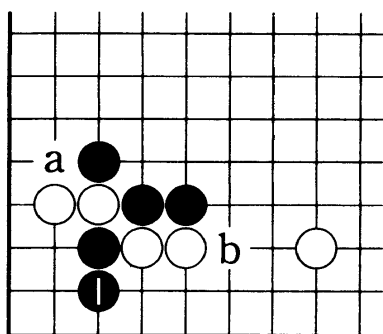


Where is the vital point for Black in this position?

Problem 180

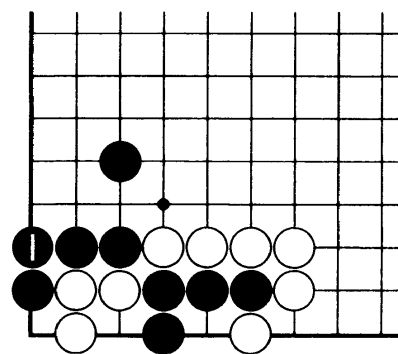


Where should Black play in this position?



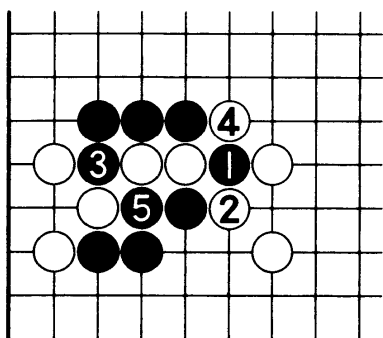
Answer 175: descending

Descending with Black 1 is the tesuji. Next, Black threatens to play at 'a' or 'b'; White can't defend both of them.



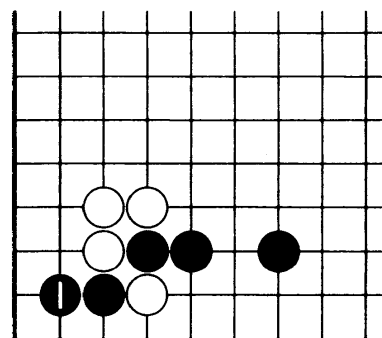
Answer 176: connecting

Connecting on the outside with Black 1 wins the capturing race. This is a basic principle of capturing races: 'Don't fill inside liberties!'



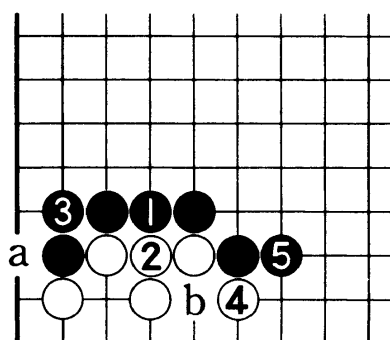
Answer 177: wedging in

After wedging in with 1, Black ataris with 3. When White captures with 4, Black 5 is a double atari, so all of Black's stones will link up.



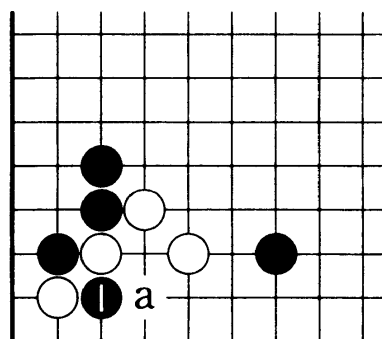
Answer 178: extending

Extending into the corner with Black 1 is the vital point for both sides to make a base. This move cannot be omitted.



Answer 179: connecting

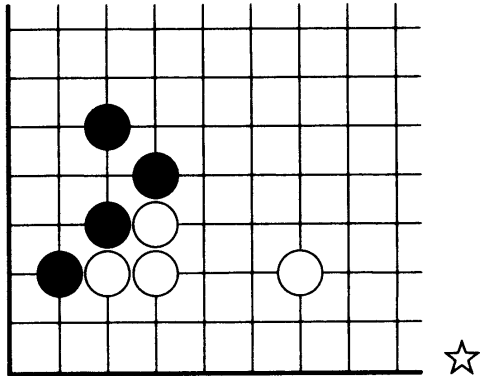
Black 1, which makes thickness in the center, aims to play a double atari at 2. If White 2 at 3, the sequence Black 2-White 'a'-Black 'b' follows.



Answer 180: cutting

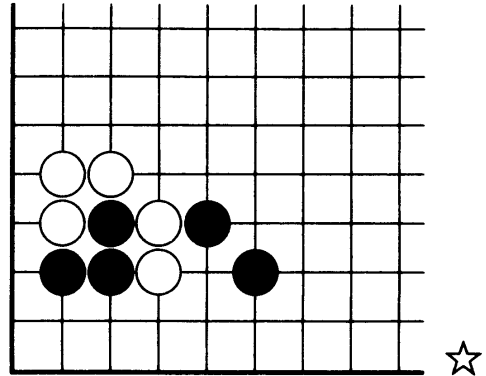
Black should cut at 'a' and not be afraid of the ko starting with White 'a'. White will have more at stake in this ko fight.

Problem 181



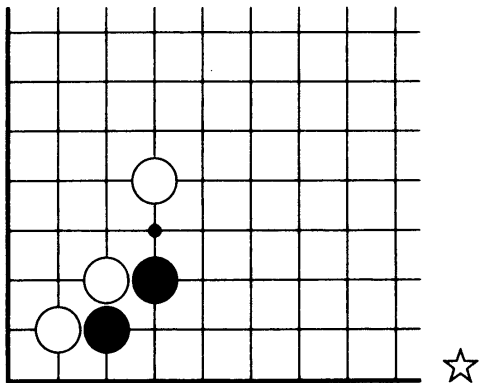
Should Black defend his position or expand into the corner?

Problem 182



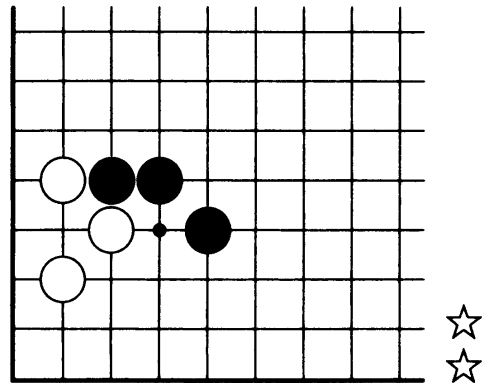
Black to link up his stones in the corner with the ones on the outside.

Problem 183



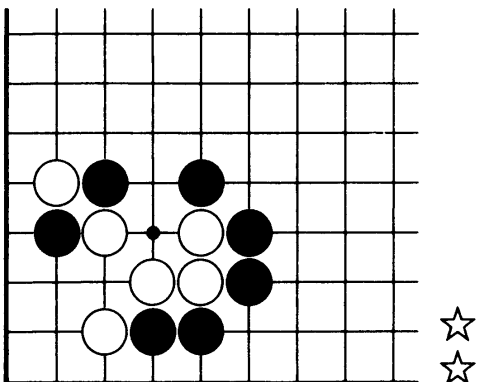
How should Black play in this position?

Problem 184



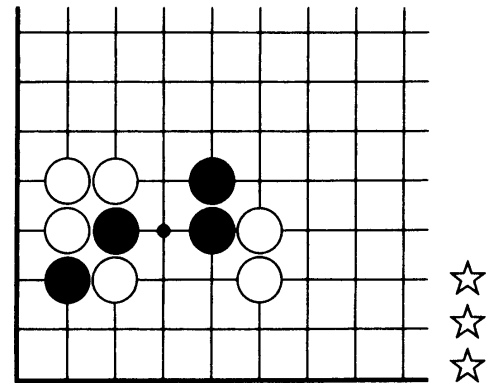
How should Black continue in this position?

Problem 185

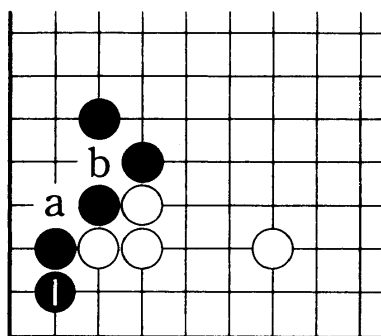


Black to take the territory in the corner.

Problem 186

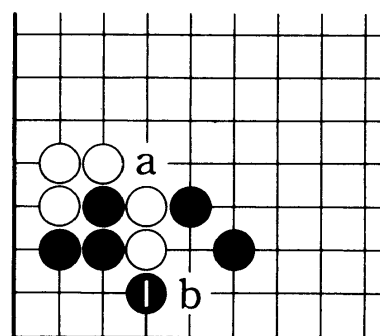


How should Black play in this position?



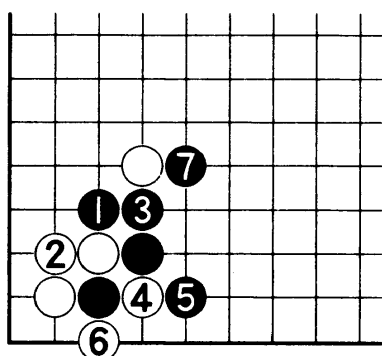
Answer 181: extending

Extending to Black 1 takes a lot of territory. Black shouldn't worry about the cut at 'a'; his stones are perfectly safe when he connects at 'b'.



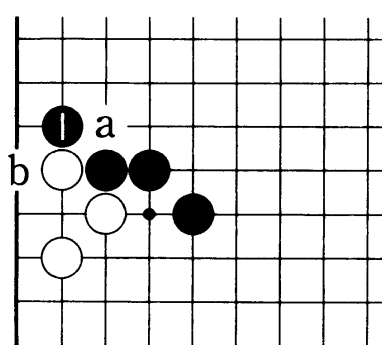
Answer 182: hane

Black can link up to his stones on the right with the hane of Black 1. If White connects at 'a', Black plays 'b' to complete his connection.



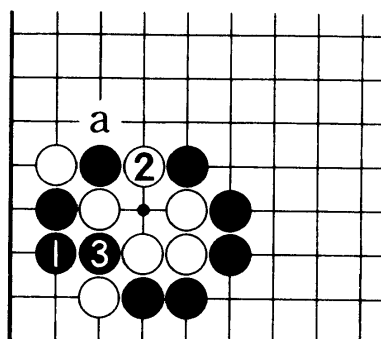
Answer 183: atari

Black should atari with 1 and play for thickness on the outside with the sequence to 7.



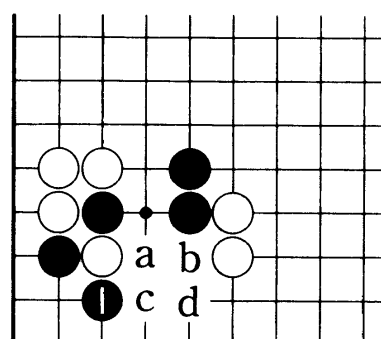
Answer 184: blocking

Black confines White to the corner when he blocks with 1. If White cuts at 'a', Black 'b' would be a severe move.



Answer 185: extending

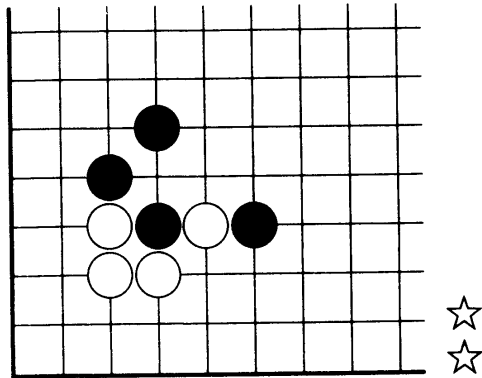
Extending with Black 1 leaves White without a good response. If White 2 at 3, Black extends to 'a' and all the white stones die.



Answer 186: atari

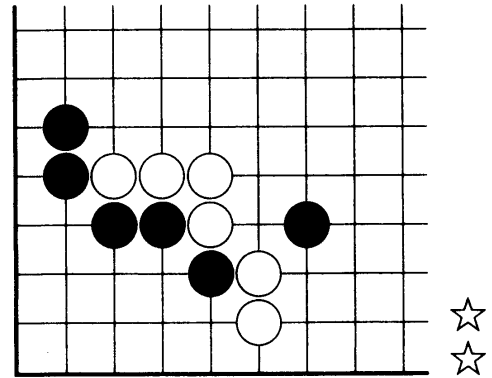
The atari of Black 1 is the tesuji. If White 'a', Black will push through with the sequence Black 'b'–White 'c'–Black 'd'.

Problem 187



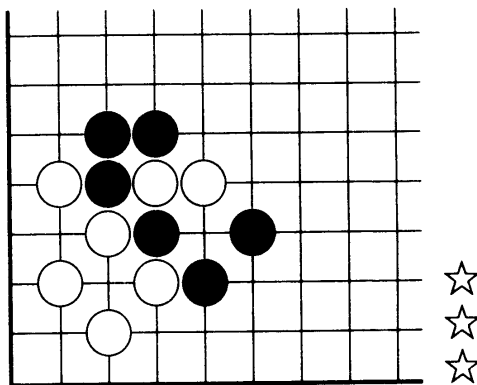
How can Black make good shape in this position?

Problem 188



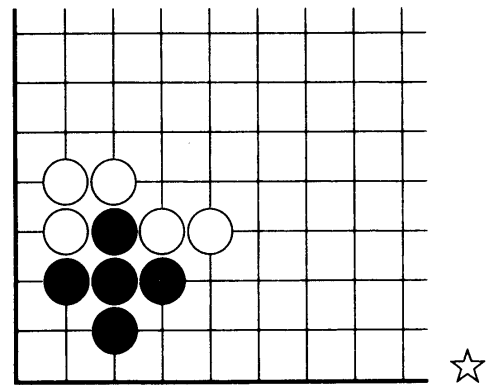
How should Black defend his corner territory?

Problem 189



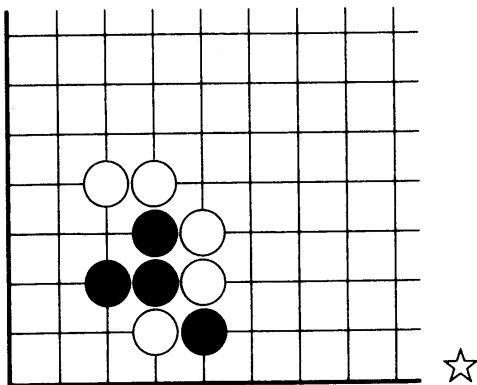
How can Black make good shape in the center?

Problem 190



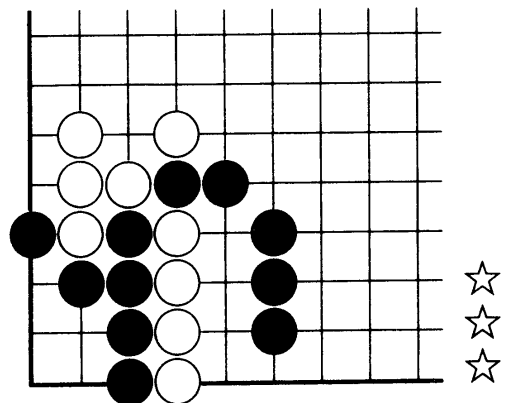
What is the best way for Black to expand his corner territory?

Problem 191

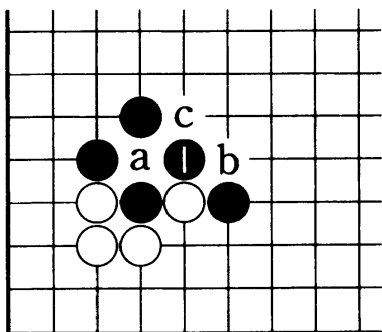


What should Black do in this position?

Problem 192

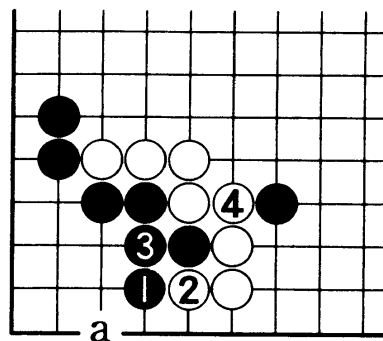


Black to rescue his stones in the corner.



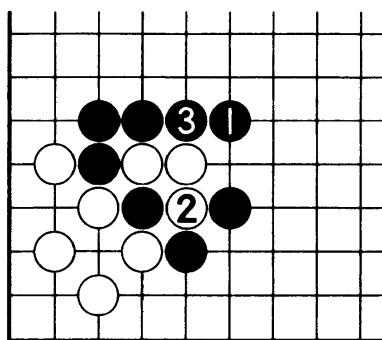
Answer 187: atari

The atari of Black 1 keeps White confined to the side. If White 'a', Black is satisfied to connect at 'b' or 'c'.



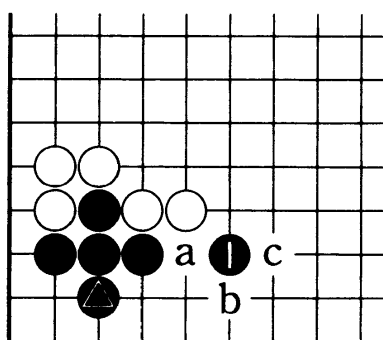
Answer 188: diagonal connection

The diagonal connection of 1 is the most efficient way for Black to defend the corner. If Black 1 at 3, White will later aim at 'a'.



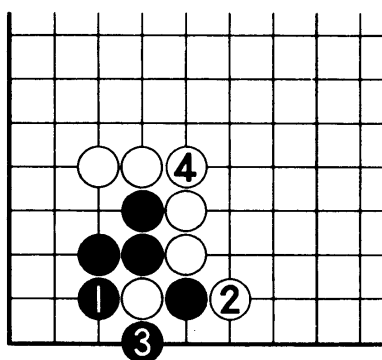
Answer 189: casting a net

Casting a net around the white stones with Black 1 is a high-level move. Black is happy to sacrifice a stone — even two stones — for the thickness he gets in the center.



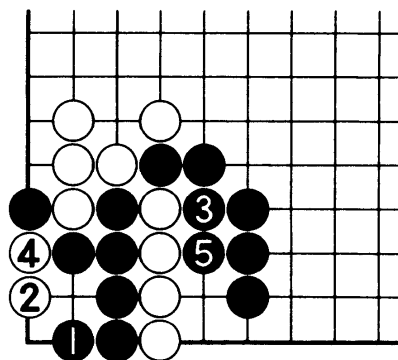
Answer 190: jumping out

Black moves out along the side with the jump of 1. Instead of Black 1, 'a' or 'b' would not be using the marked stone efficiently. Note that Black 1 at 'c' is also possible.



Answer 191: atari

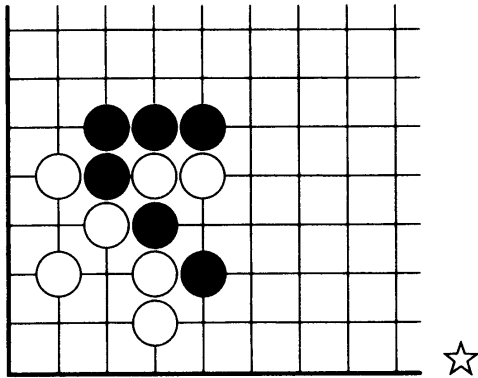
With this shape, Black has no choice but to atari with 1. If Black 1 at 2, White will play 1 and capture three black stones.



Answer 192: turning

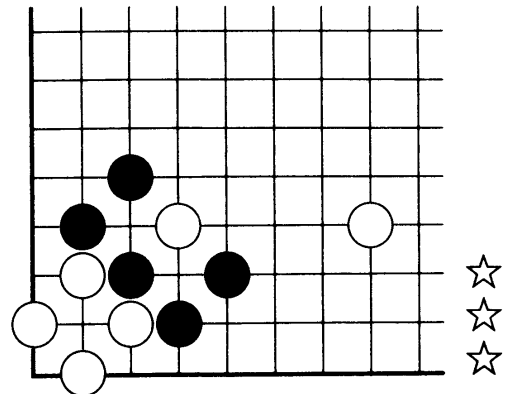
Turning with Black 1 is a clever tesuji. With the sequence to 5, it is clear that Black wins the capturing race.

Problem 193



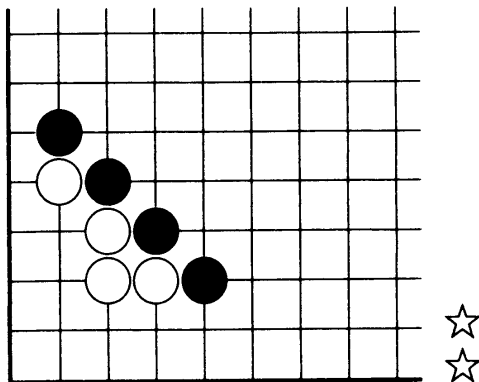
How does Black make good shape in the center?

Problem 194



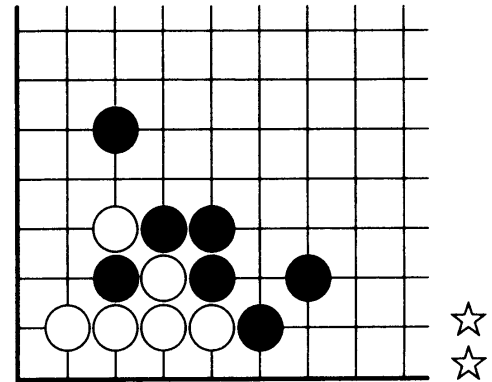
How does Black make good shape in the center?

Problem 195



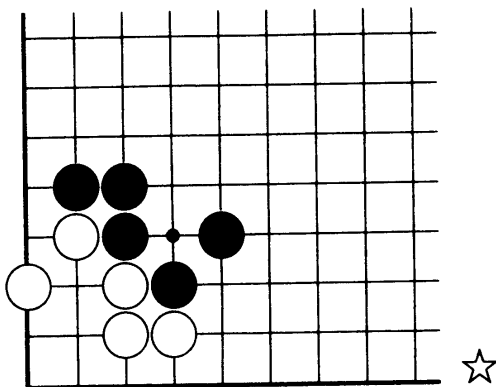
Where is the best place for Black to defend?

Problem 196



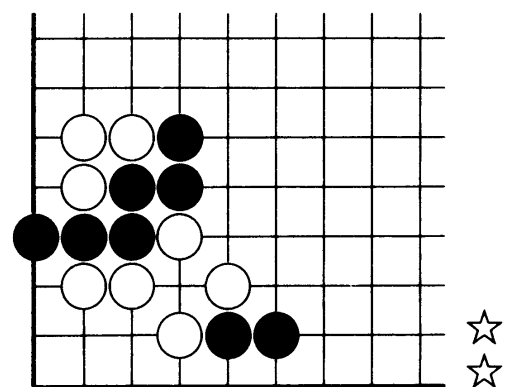
How should Black play so as to minimize White's territory?

Problem 197

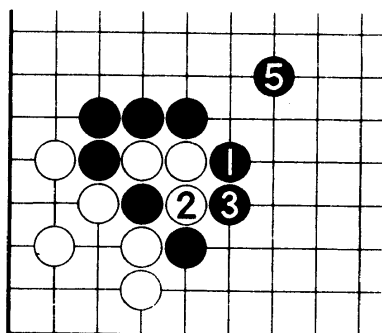


How should Black play in this position?

Problem 198



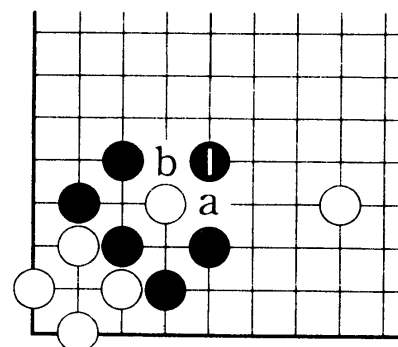
How can Black kill the white stones in the corner?



Answer 193: atari

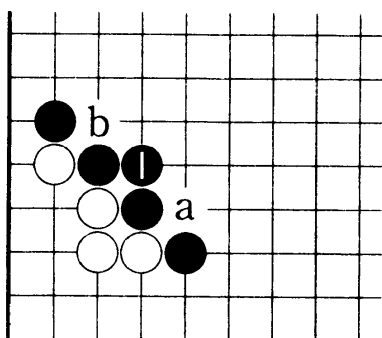
4: connects (left of 2)

Black sacrifices a stone and squeezes, beginning with the atari of 1. Black 5 defends the cutting point and makes a thick shape in the center.



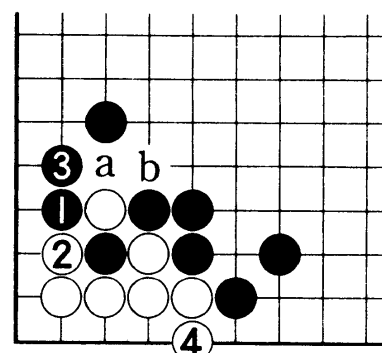
Answer 194: casting a net

Casting a net with 1 is a good way for Black to make good shape and to keep White confined to the corner. White cannot escape with 'a' or 'b'.



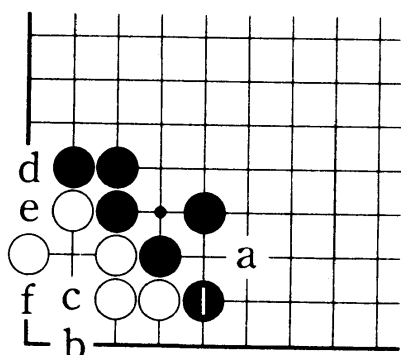
Answer 195: connecting

There are a lot of places to connect, but Black 1 is the best point. If Black connected at 'a', White would atari at 'b'; if Black 'b', White 'a'.



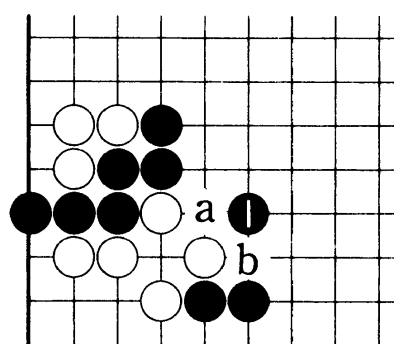
Answer 196: atari

Black 1 is a severe move. If White 2 at 'a', Black will play the sequence Black 3–White 'b'–Black 2 and White will be without a follow-up.



Answer 197: blocking

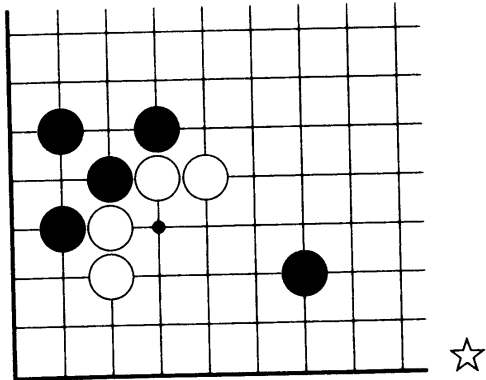
Even if White 'a' is a forcing move, Black 1 is still a strong move because he threatens a ko in the corner with the sequence Black 'b' to Black 'f'.



Answer 198: casting a net

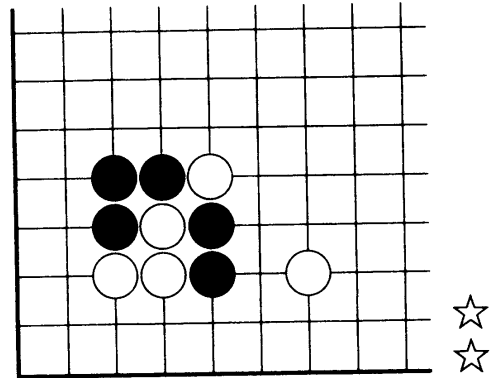
Casting a net with Black 1 confines White to the corner. Unfortunately for White, he doesn't have two eyes. If Black 1 at 'a', White plays 'b' and fights the ko.

Problem 199



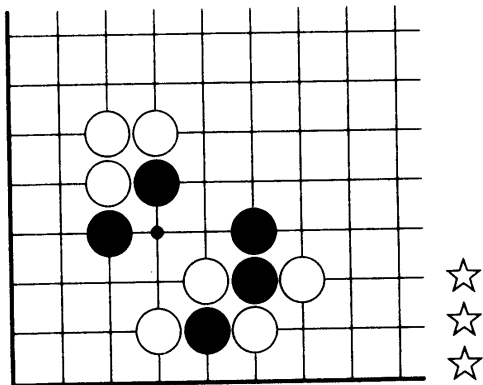
How does Black play so as to give White bad shape?

Problem 200



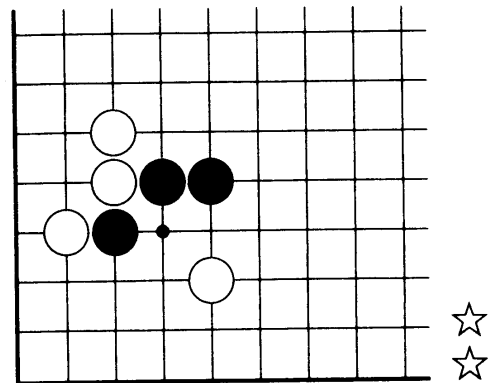
Where is the vital point for Black in this position?

Problem 201



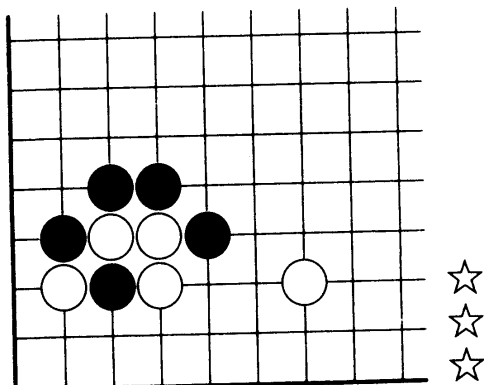
How does Black make good shape in the center?

Problem 202



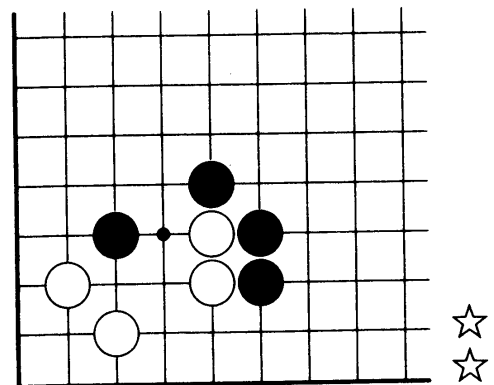
What is the most efficient way for Black to defend his stones?

Problem 203

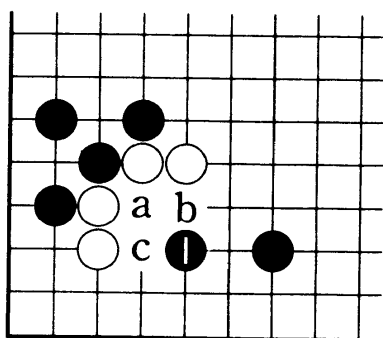


How can Black make good shape on the outside?

Problem 204

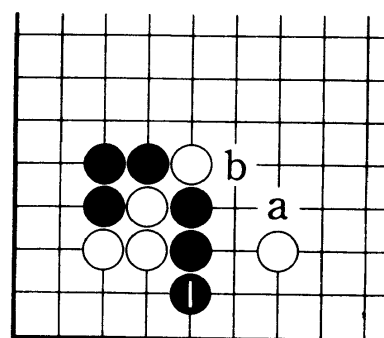


Where is the vital point for Black in this position?



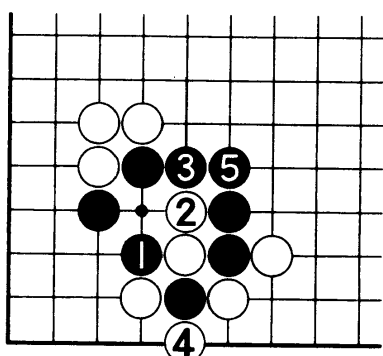
Answer 199: peeping

Peeping at Black 1, threatening to cut at 'a', is the key move in this shape. If White defends with 'b', Black will peep again at 'c'; if White 'c', Black 'b'.



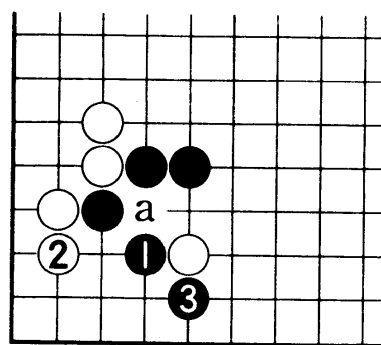
Answer 200: descending

Descending to Black 1 is the only way to defend the two black stones and to capture the three white ones in the corner. If Black 'a' or 'b', White 1.



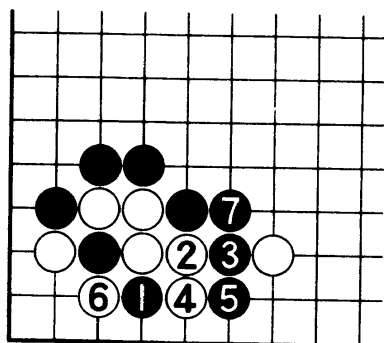
Answer 201: cutting

Black cuts with 1, then makes shape on the outside with 3 and 5. If Black 1 at 2, White will connect at 1.



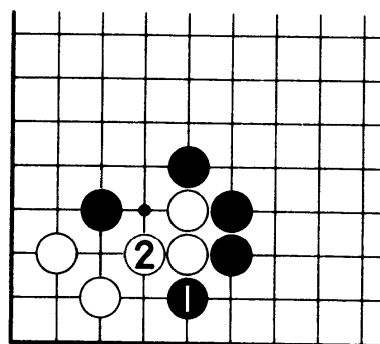
Answer 202: diagonal connection

The diagonal connection of Black 1 is the most efficient move. Next, the points 2 and 3 become *miai*.



Answer 203: atari

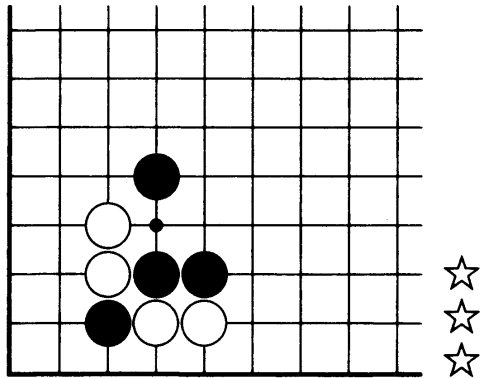
If you can find the atari of Black 1, you are strong. If White 2, Black comes barreling through with 3 and 5, then makes a thick position with 7.



Answer 204: hane

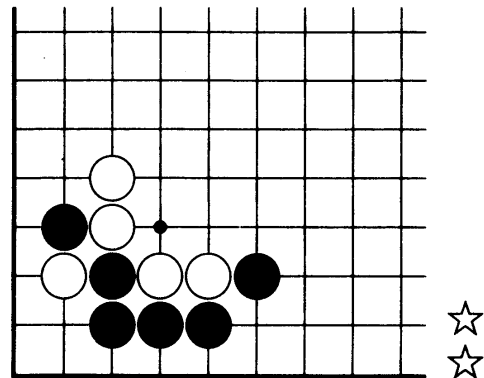
The hane of Black 1 is on the vital point of the two white stones. White has to respond with 2, so Black 1 has become a powerful forcing move.

Problem 205



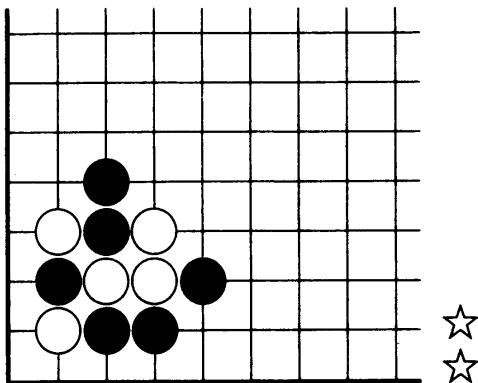
How should Black play in the corner?

Problem 206



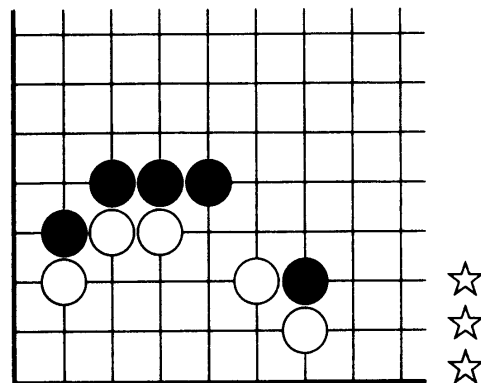
How should Black play in this position?

Problem 207



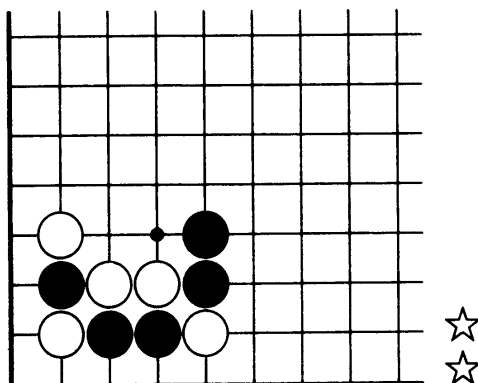
How should Black play in this position?

Problem 208



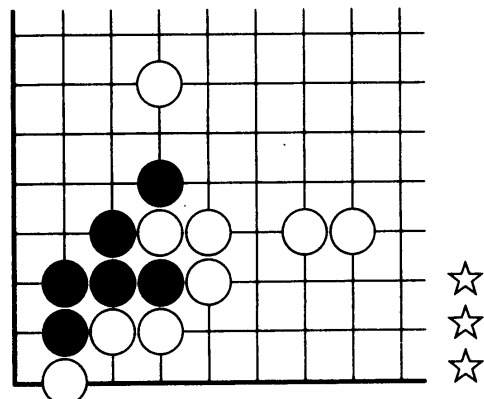
How does Black subdue White's stones?

Problem 209

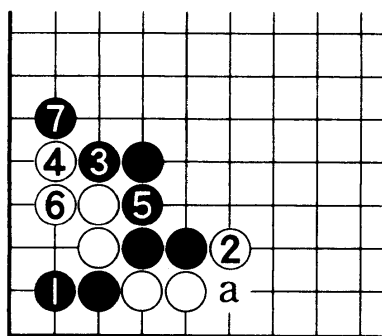


How should Black play in this position?

Problem 210

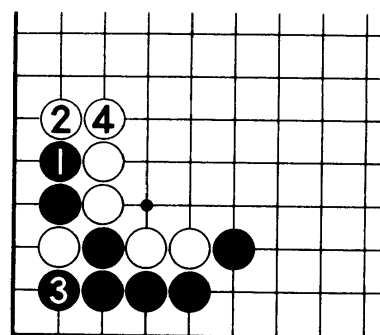


How does Black settle his stones on the left?



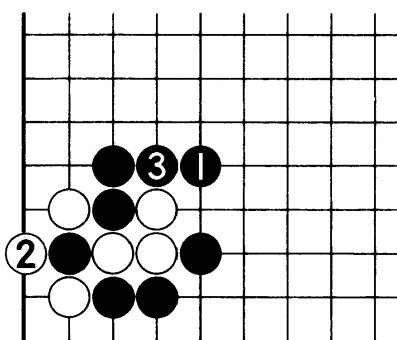
Answer 205: drawing back

Drawing back with Black 1 aims at both 3 and 'a'. If White resists with 4 and 6, Black 7 kills four white stones.



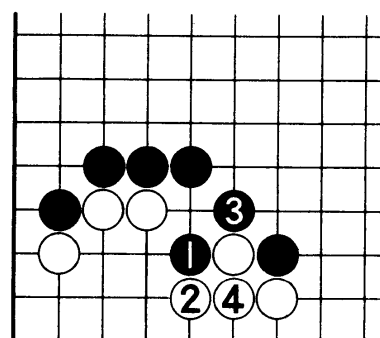
Answer 206: crawling

Black crawls with 1. After 3, White must play 4, so Black ends in sente. If White 2 at 4, Black plays elsewhere.



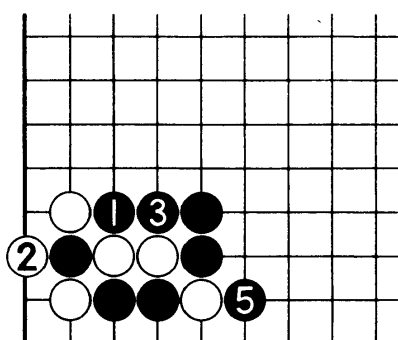
Answer 207: casting a net

Casting a net with 1 stops White from moving into the center. Moreover, White's stones are almost dead.



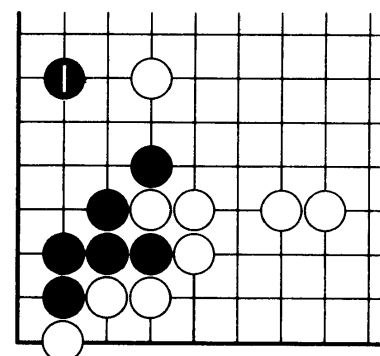
Answer 208: attaching

The attachment of Black 1 and the atari of 3 pin White to the second line. Black is satisfied with this result.



Answer 209: cutting
4: connects (right of 2)

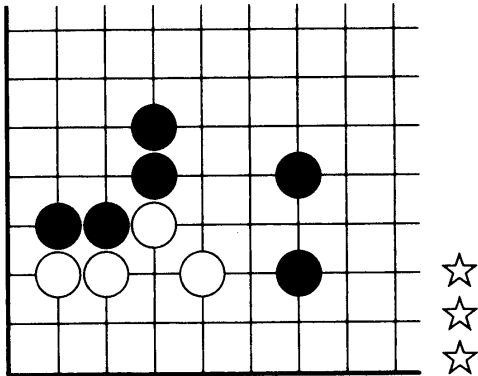
Before capturing with 5, Black should cut with 1 and squeeze with 3.



Answer 210: sliding

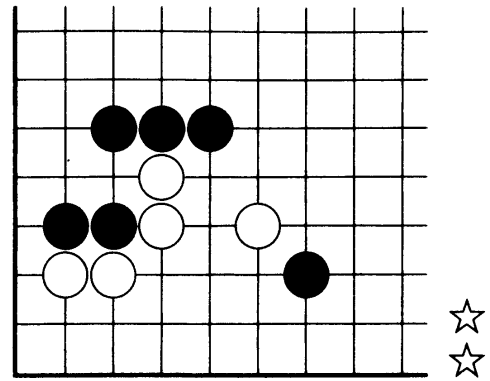
It is urgent for Black to live and sliding to 1 is the best way to do this.

Problem 211



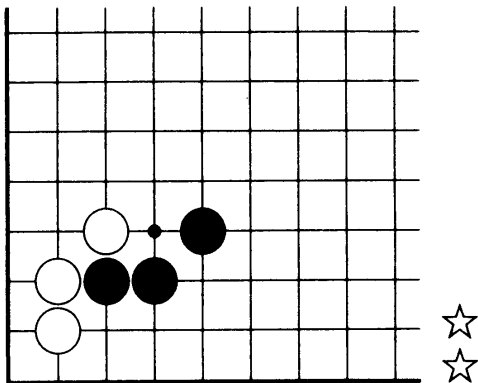
Black to kill White's stones in the corner.

Problem 212



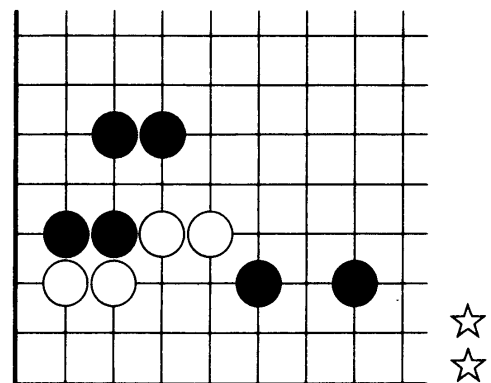
How should Black attack the white stones?

Problem 213



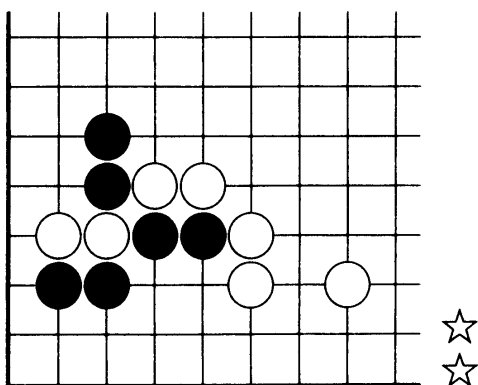
How does Black subdue White and make good shape for his own stones?

Problem 214



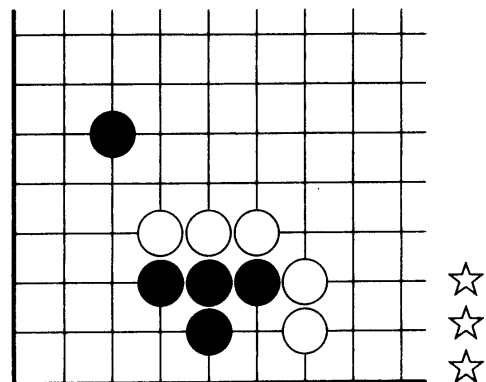
How should Black attack the white stones?

Problem 215

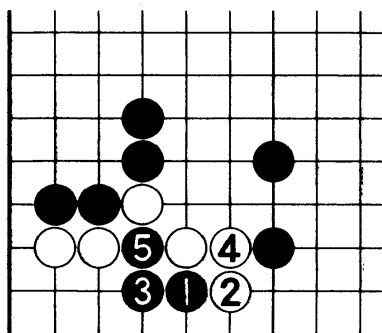


Where does Black play to make good shape for his stones?

Problem 216

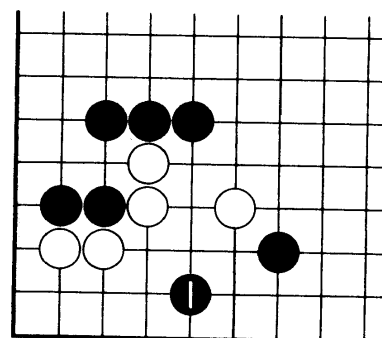


How does Black to link up his stones.



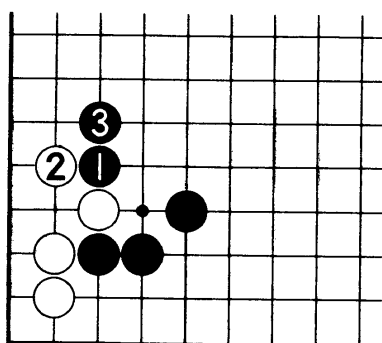
Answer 211: attaching

The attachment of 1 is the best way for Black to break into White's corner. If White 2 at 3, Black 2 kills White.



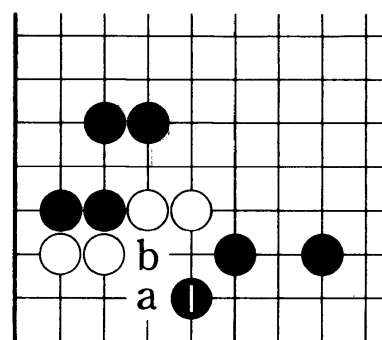
Answer 212: peeping

Peeping with the knight's move of Black 1 robs White of his base. With this shape, White will have a hard fight ahead of him.



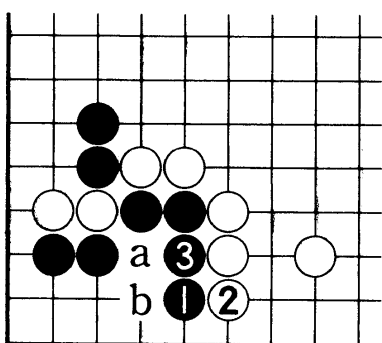
Answer 213: attaching

The attachment of Black 1 forces White to crawl along the second line. This is the strongest way for Black to play.



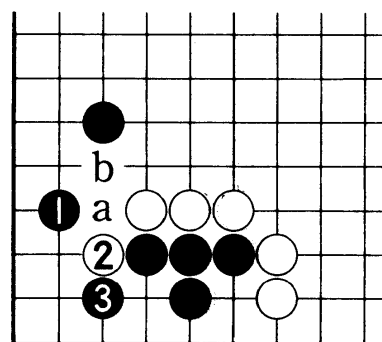
Answer 214: peeping

Peeping with the diagonal move of Black 1 is the correct shape. If Black 1 at 'a', White will play 'b' and the capture of the black stone remains.



Answer 215: jumping

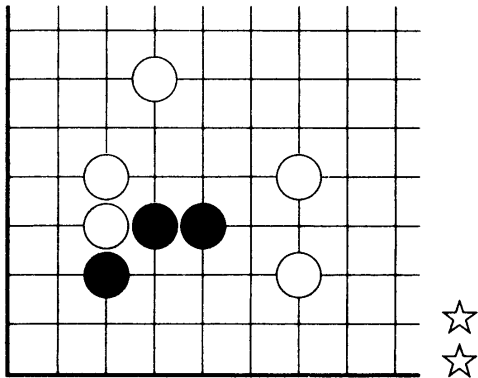
Jumping to 1 is the best way for Black to defend against the cut at 'a'. If Black 1 at 'b', White 1 will become a forcing move.



Answer 216: the knight's move

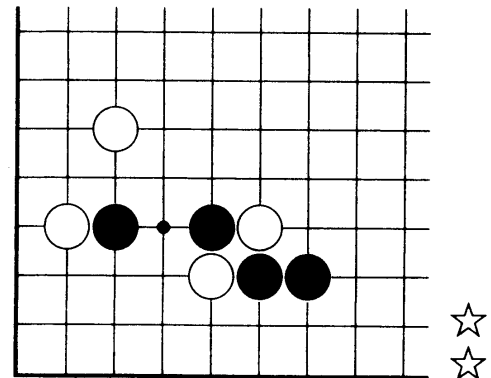
The knight's move of 1 links up all of Black's stones. If White resists with 2, Black 3 is the best response. If Black plays 1 at 'a', White answers with 'b'.

Problem 217



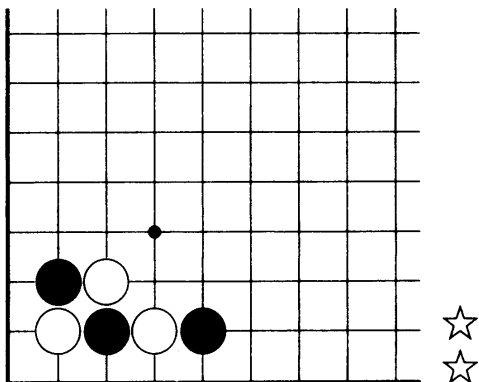
How should Black defend his stones?

Problem 218



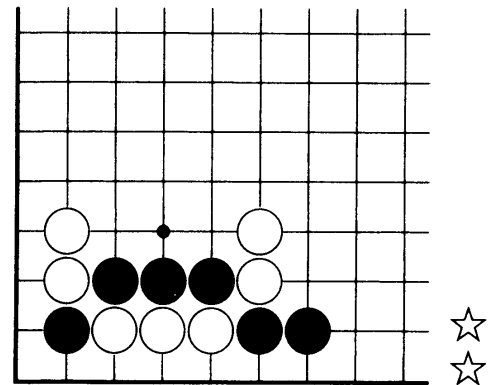
How does Black settle his stones?

Problem 219



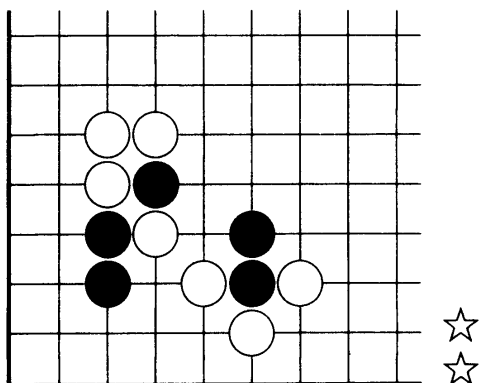
How should Black play in this position?

Problem 220



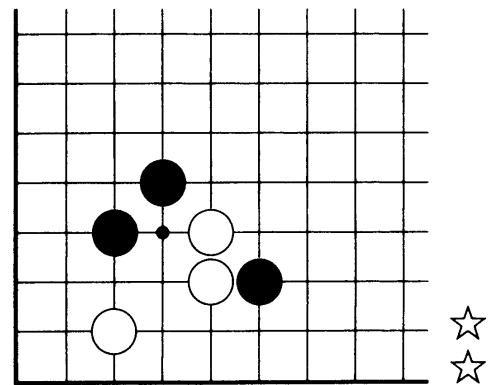
How can Black capture the three white stones at the bottom?

Problem 221

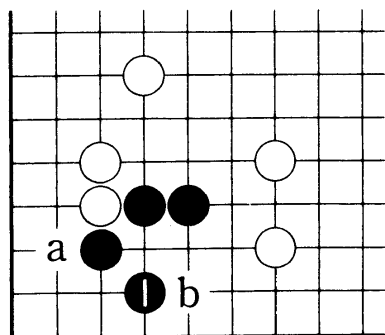


How does Black link up his stones in the corner to their allies on the right?

Problem 222

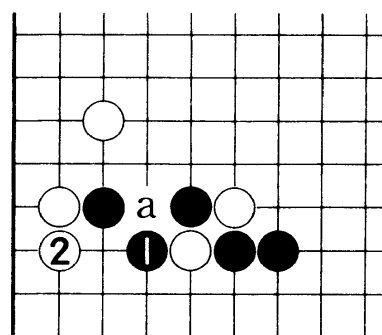


How does Black force the white stones into a bad shape?



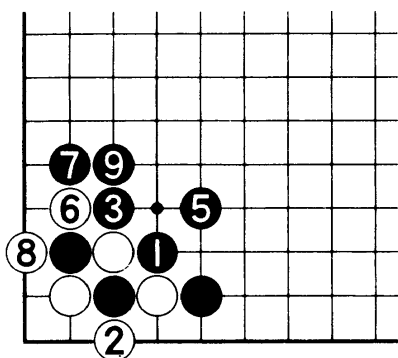
Answer 217: diagonal connection

The diagonal connection defends against both the hane at White 'a' and the peep at White 'b'.



Answer 218: atari

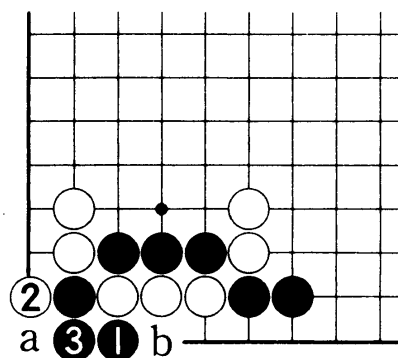
Even though it allows White to move into the corner with 2, the atari of Black 1 must be played. If Black 1 at 2, White will atari at 'a'.



Answer 219: atari

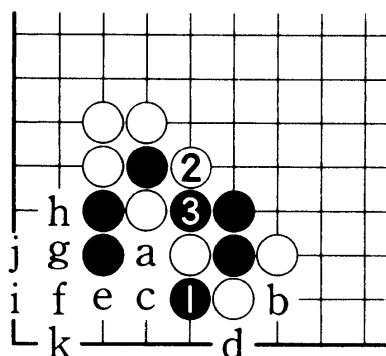
4: connects (above 2)

Black should play the double atari of 1. With the sequence to 9, Black makes thickness.



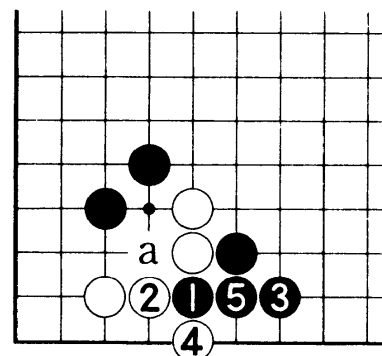
Answer 220: hane

The hane of Black 1 is a stylish move. After White 2, it is clear that Black wins the capturing race because White can't atari at 'a' or 'b'.



Answer 221: cutting

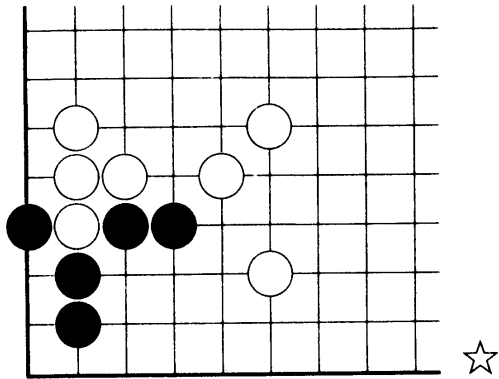
Black must cut at 1. If Black 1 at 'a', the sequence White 2–Black 1–White 3–Black 'b' follows. Then the sequence from White 'c' to Black 'k', resulting in a ko, remains.



Answer 222: hane

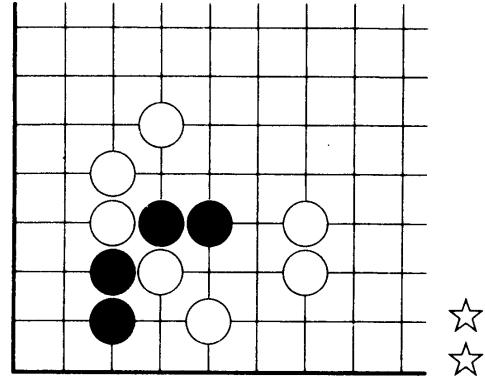
Black 1 is the vital point of White's shape. After Black 5, White, reluctantly, has to come back and defend the cutting point at 'a'.

Problem 223



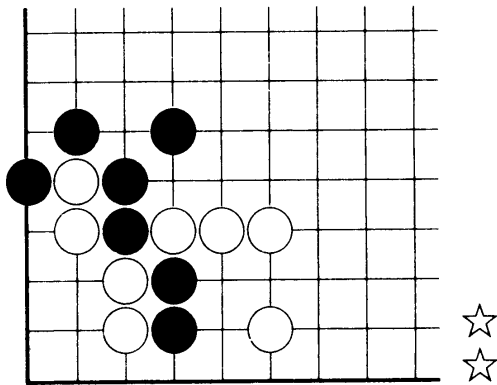
Where should Black play to make good shape in the corner?

Problem 224



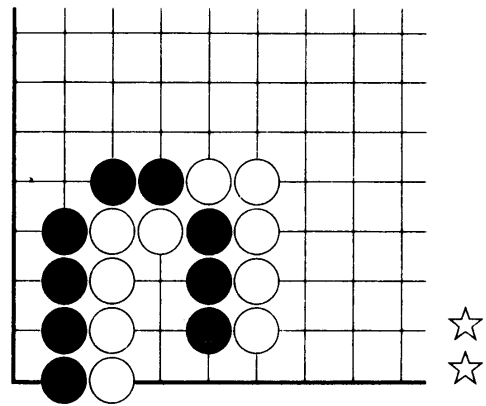
What is the best way for Black to link up his two groups?

Problem 225



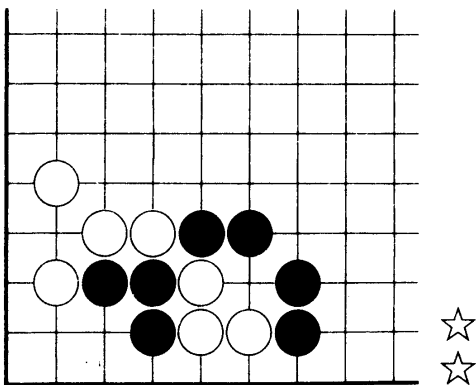
Black to kill the white stones in the corner.

Problem 226



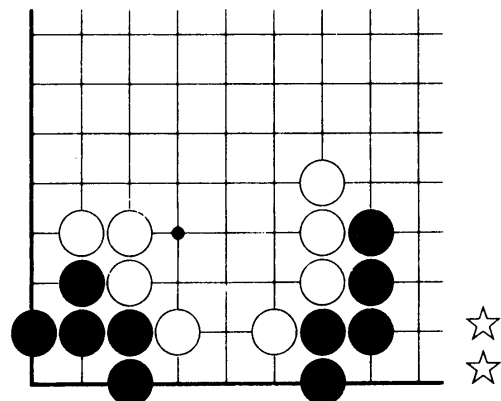
Black to kill the five white stones.

Problem 227

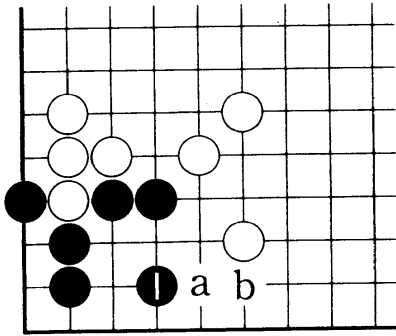


Where must Black play to win the capturing race at the bottom?

Problem 228

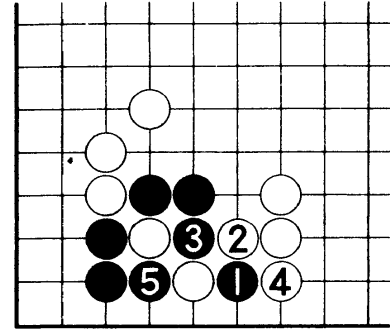


How does Black link up his two groups of stones?



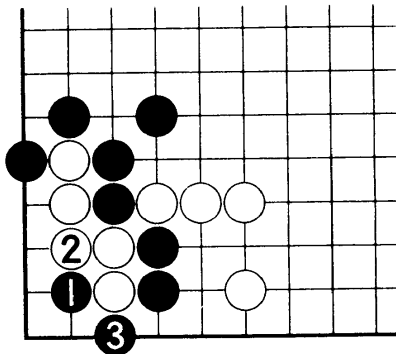
Answer 223: jumping

Even though it is gote, Black has to defend by jumping to 1. If Black 1 at 'a', White 'b' becomes a forcing move.



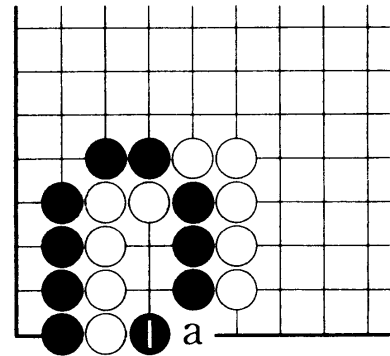
Answer 224: attaching

Attaching with 1 enables Black to link up his stones in sente. If 1 at 3, Black ends in gote when White connects at 1.



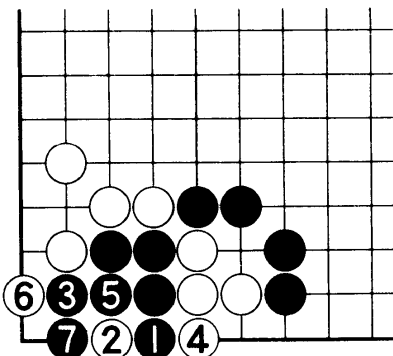
Answer 225: attaching

Attaching at Black 1 hits the two white stones on the vital point. If Black 1 at 2, White loses his two stones above but captures two of Black's below.



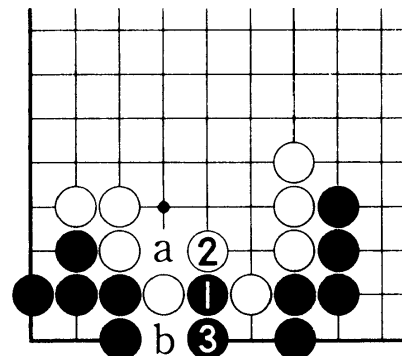
Answer 226: diagonal attachment

The diagonal attachment of Black 1 creates a shortage of liberties for White, so Black wins the capturing race. Black 1 at 'a' results in a seki.



Answer 227: descending

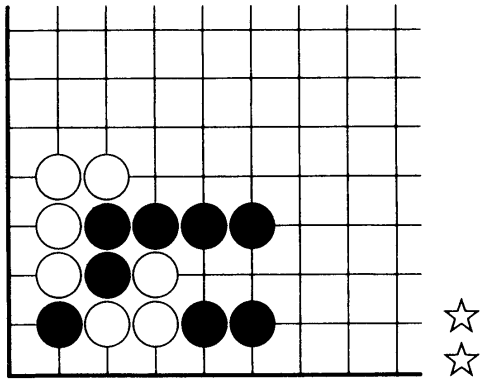
After descending to 1, Black makes an eye in the corner with the sequence to 7 and wins the capturing race.



Answer 228: wedging in

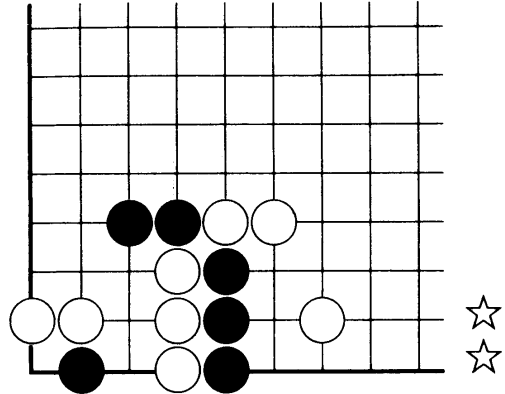
Wedging in with 1 links up all of Black's stones. If White 2 at 3, Black still links up with the sequence Black 2–White 'a'–Black 'b'.

Problem 229



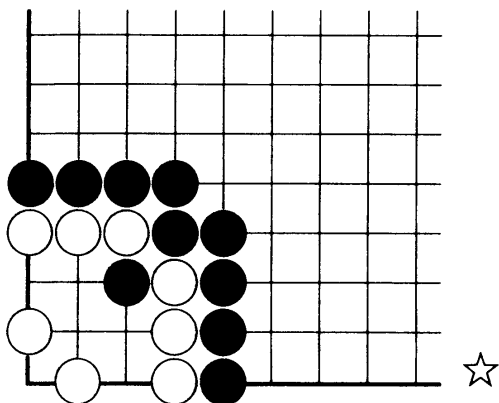
How does Black win the capturing race in the corner?

Problem 230



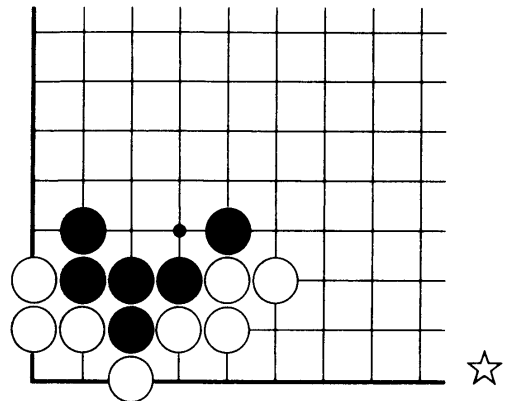
Black to capture the five white stones in the corner.

Problem 231



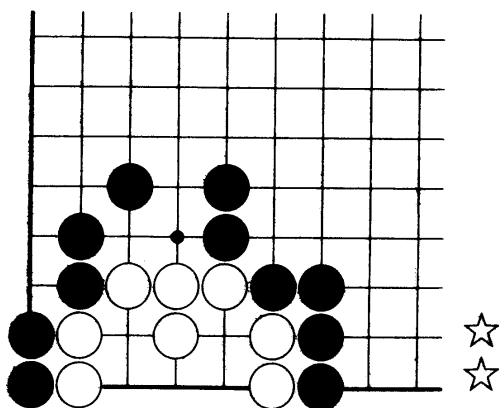
Black to kill White in the corner.

Problem 232



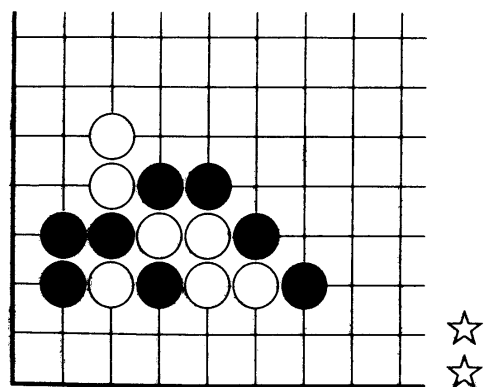
Black to capture three white stones on the left.

Problem 233

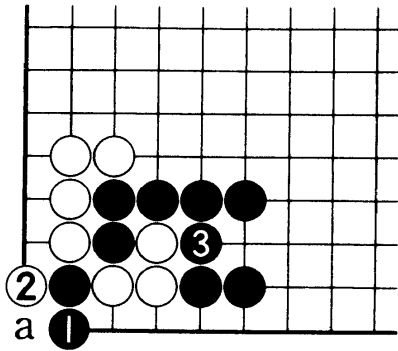


Black to kill the white stones.

Problem 234

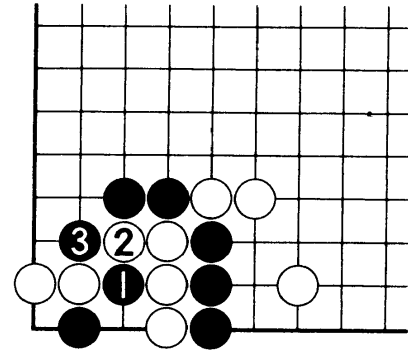


Black to kill the white stones.



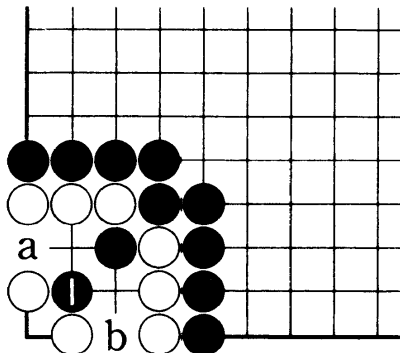
Answer 229: descending

By descending to 1, Black wins the capturing race. White can't atari at 'a' because he is short of liberties.



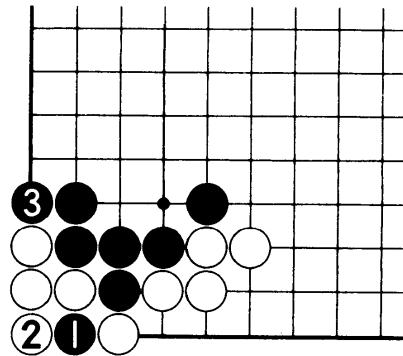
Answer 230: wedging in

Black wedges in at the vital point. After Black 3, White can't capture the stone at 1 because of a snapback.



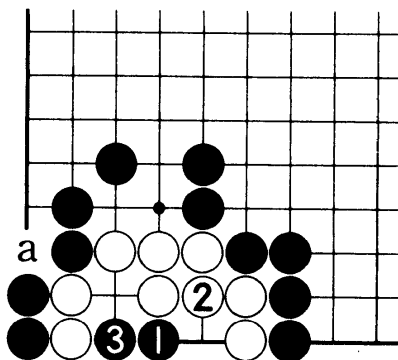
Answer 231: inserting

In a symmetrical shape, playing on the central point often leads to success. After inserting at 1, Black can capture three stones by playing at 'a' or 'b'.



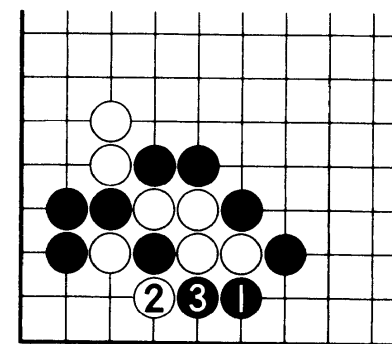
Answer 232: throwing in

Throwing in at Black 1 not only deprives White of an eye but also of a liberty. After Black 3, White cannot get out of atari.



Answer 233: attaching

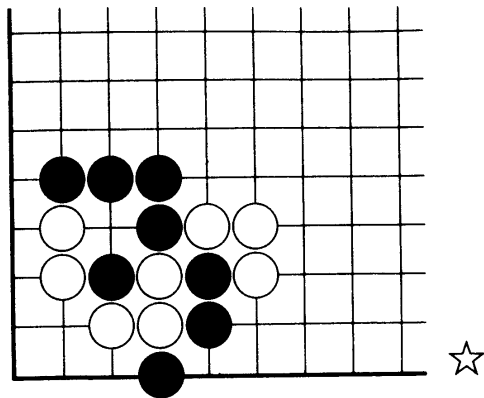
This is another symmetrical position. After White defends with 2, Black 3 leaves White with only one eye. If Black connects at 'a' instead of 3, White is still dead.



Answer 234: atari

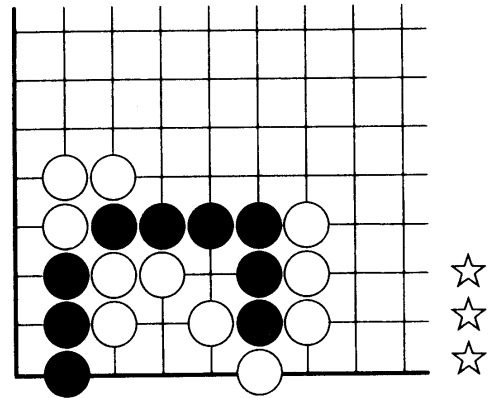
The ataris of Black 1 and 3 kill all of the white stones. If White 2 at 3, Black 2 ataris five white stones.

Problem 235



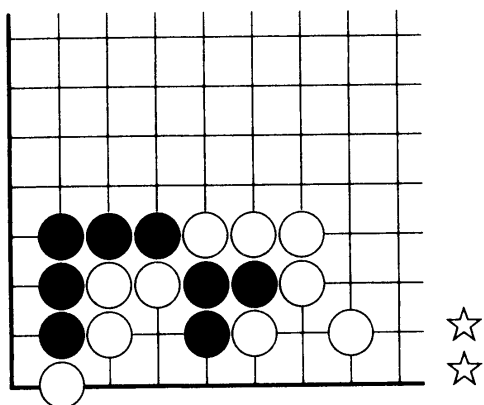
Black to kill the white stones in the corner.

Problem 236



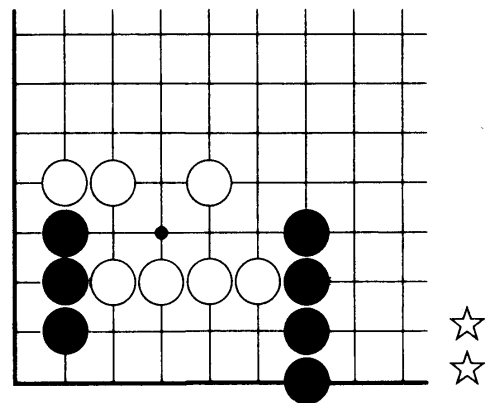
Black to link up his two groups.

Problem 237



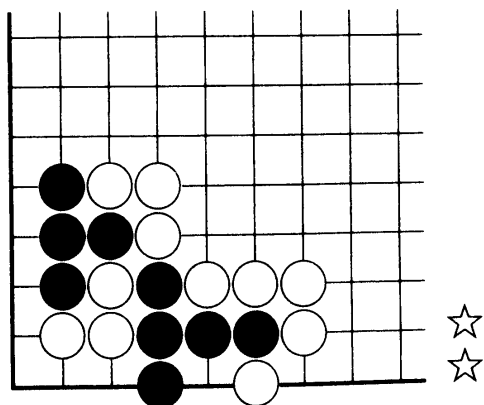
Black to capture the four white stones in the corner.

Problem 238



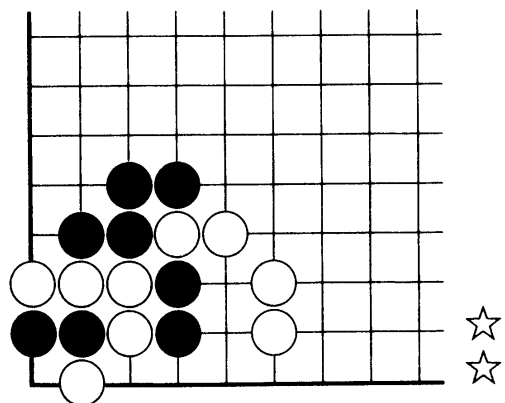
Black to link up his two groups.

Problem 239

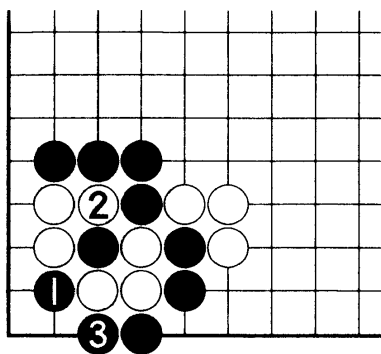


Black to capture the three white stones in the corner.

Problem 240

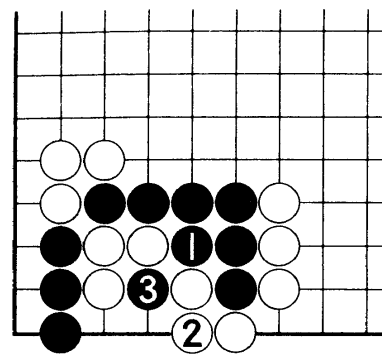


Black to capture the five white stones in the corner.



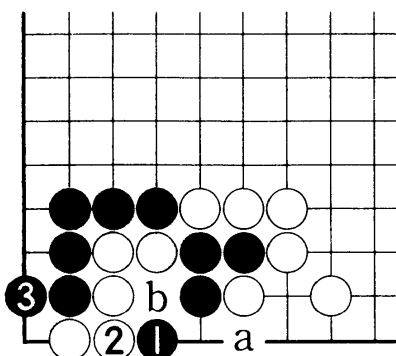
Answer 235: atari

Black should atari with 1, then squeeze with 3. This stops White from increasing his liberties.



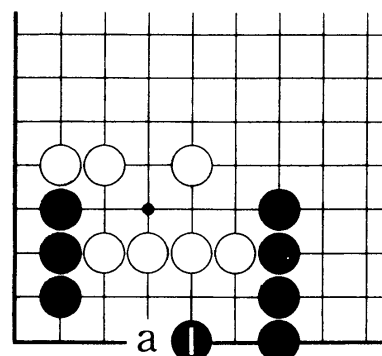
Answer 236: inserting

Inserting between the two white stones with Black 1 leaves White without any follow-up. If White connects at 2, Black throws in at 3.



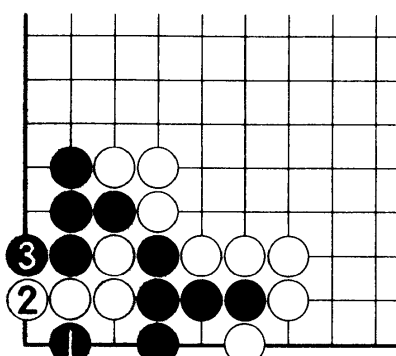
Answer 237: diagonal move

The diagonal move of Black 1 wins this capturing race. Black 1 at 'a' results in a ko. The atari of Black 'b' fails.



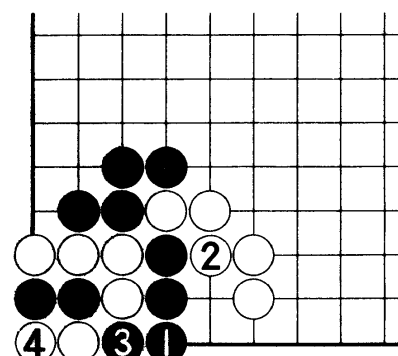
Answer 238: large knight's move

The large knight's move of Black 1 enables Black to link up his stones. Black 1 at 'a' fails.



Answer 239: attaching

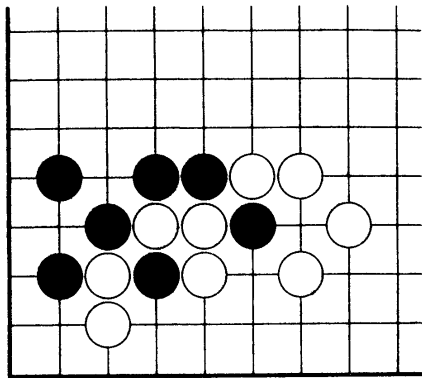
Attaching with Black 1 is the tesuji. If Black 1 at 2, White will throw in at 3, then descend to 1.



*Answer 240: descending
5: throws in (above 4)*

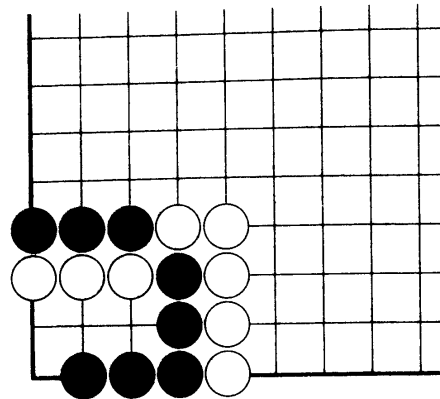
Black descends to 1, then plays the sequence to 5. Black wins the capturing race.

Problem 241



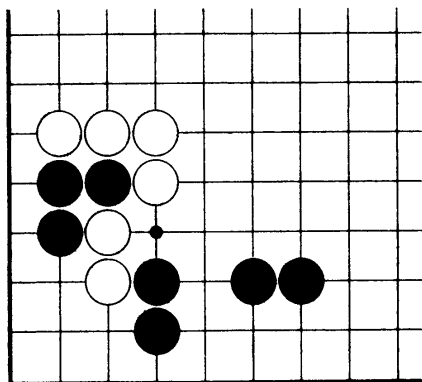
What is the most profitable way for Black to play in this position?

Problem 242



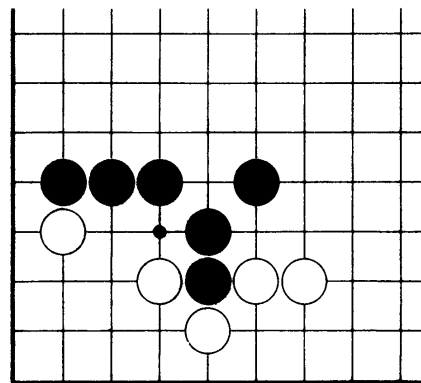
Black to capture the three white stones.

Problem 243



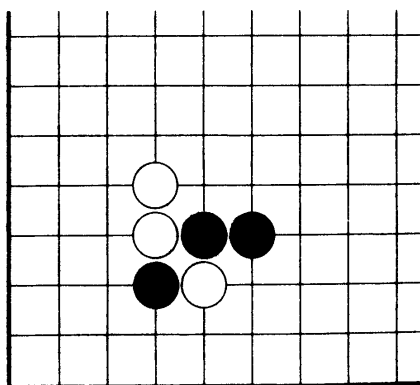
How does Black link up his three stones on the left with their allies on the right?

Problem 244



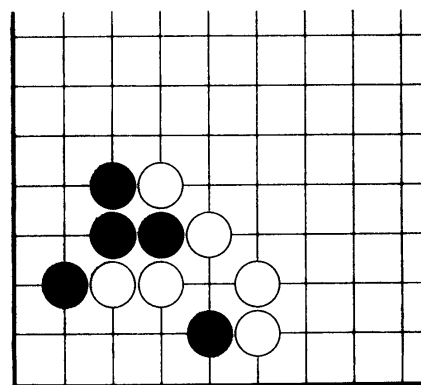
How much territory can Black take in the corner?

Problem 245

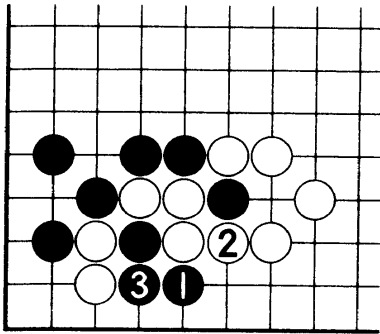


What is the best way for Black to play in the corner?

Problem 246

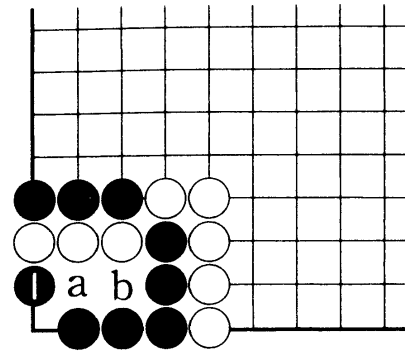


What is the best way for Black to play in this position?



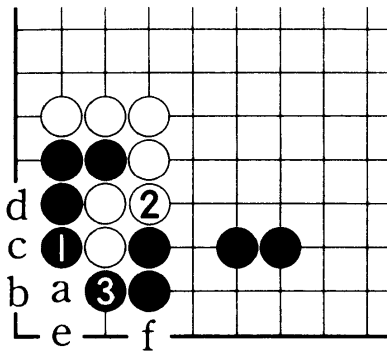
Answer 241: atari

The atari of Black 1 captures the two white stones in the corner. If White 2 at 3, Black will atari at 2.



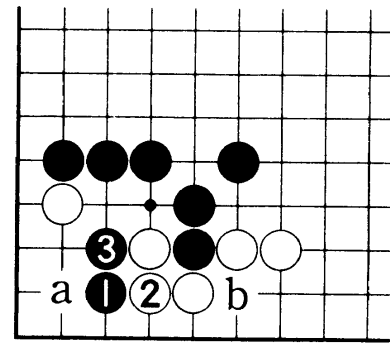
Answer 242: diagonal attachment

The diagonal attachment of Black 1 makes an eye in the corner, so he wins the capturing race. If Black 1 at 'a' or 'b', White 1 turns the corner into a seki.



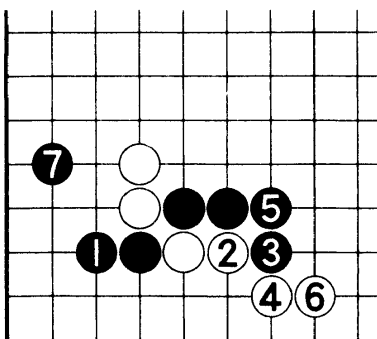
Answer 243: crawling

If Black crawls with 1, White has no choice but to connect with 2. If White 2 at 3, Black will cut at 2 and win the capturing race with the sequence from White 'a' to Black 'f'.



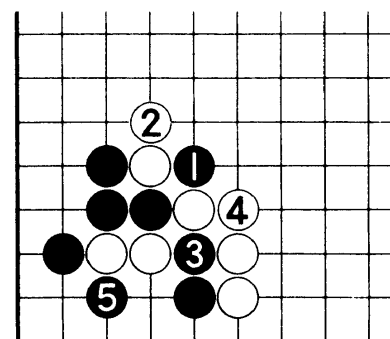
Answer 244: peeping

Peeping at Black 1 forces White to connect at 2. If White 2 at 3, Black will cut at 2 and next play either at 'a' or 'b'.



Answer 245: drawing back

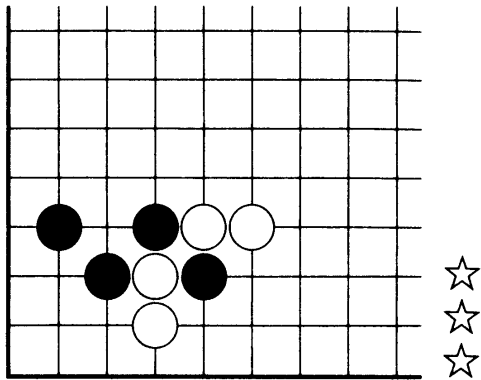
Drawing back with Black 1 is a strong move. After the sequence to 7, Black will not be at a disadvantage in the fight that follows.



Answer 246: cutting

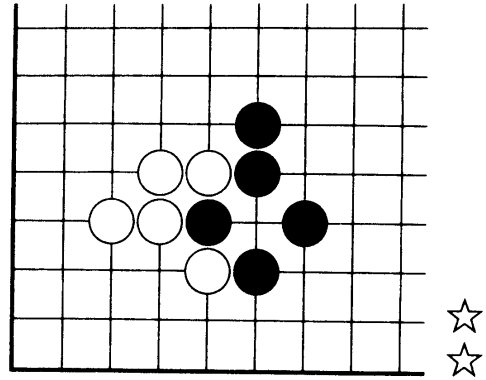
When Black cuts at 1, the points 2 and 3 become *miai*. Up to 5, Black takes a big territory in the corner.

Problem 247



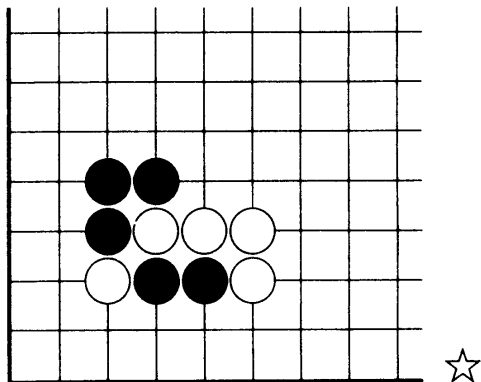
Where should Black play in this position?

Problem 248



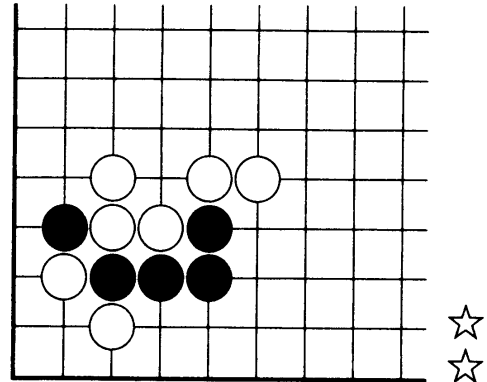
How should Black play in this position?

Problem 249



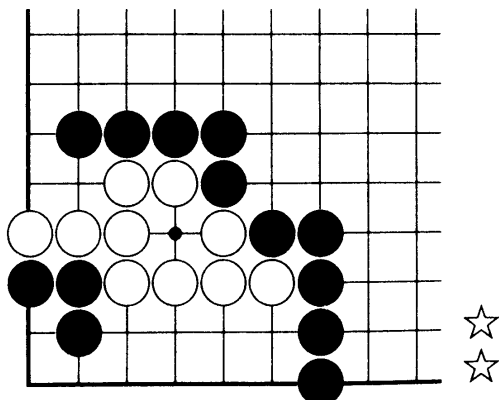
How should Black settle his stones in the corner?

Problem 250



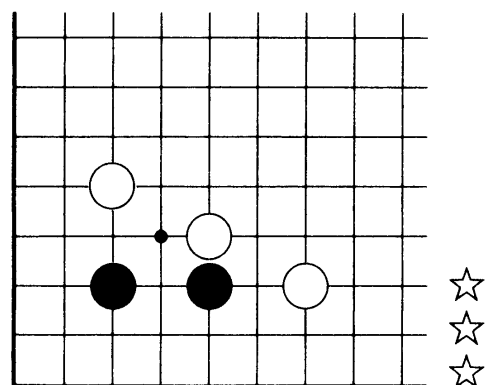
Where should Black play in this position?

Problem 251

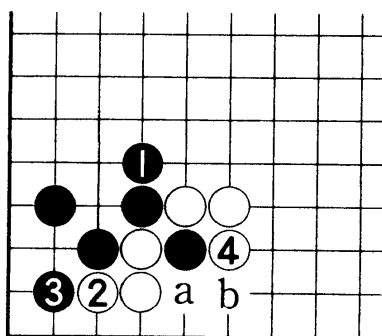


Black to link up his stones in the corner to the ones on the right.

Problem 252

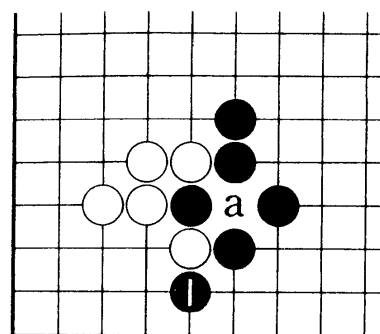


How should Black play in this position?



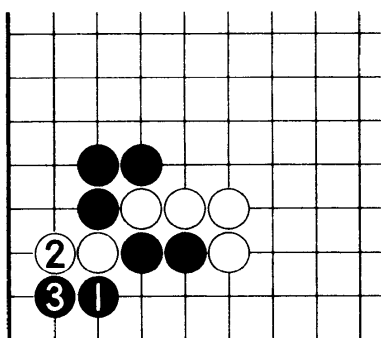
Answer 247: extending

Black makes good shape in the center by extending to 1. If Black 1 at 'a', White will atari at 1, then force Black to capture with 'b' and 4 in sente.



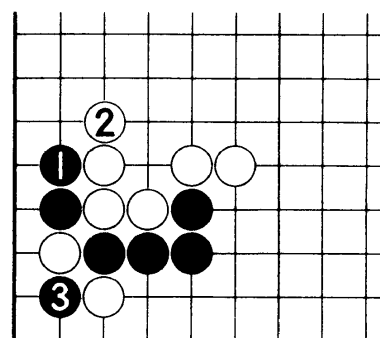
Answer 248: atari

The atari of Black 1 makes good shape. If Black connects at 'a' with 1, White will descend to 1, taking a large corner.



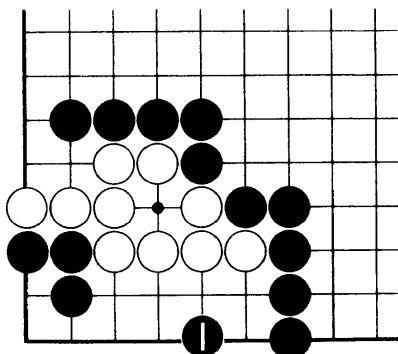
Answer 249: atari

The atari of Black 1, followed by 3, takes a large territory in the corner.



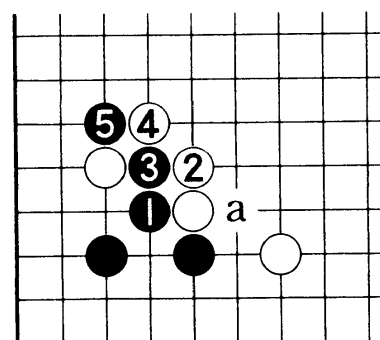
Answer 250: crawling

Before capturing the white stone with 3, Black should crawl once with 1, forcing White to answer with 2. If Black simply plays 1 at 3, White can play 1 in sente.



Answer 251: large knight's move

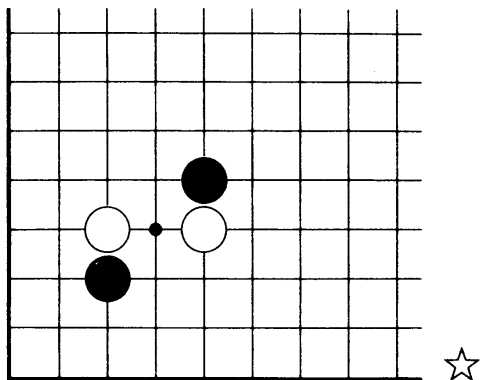
The large knight's move of 1 is the only way for Black to link up his three stones. This is a standard tesuji in this shape. Compare *Problem 56*.



Answer 252: hane

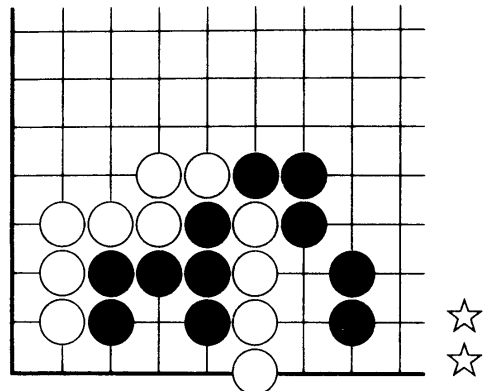
Black hanes with 1. White answers with 2, then blocks with 4. If White 2 at 3, Black ataris at 'a'.

Problem 253



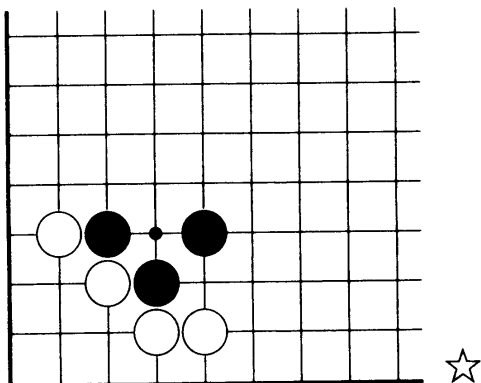
How should Black play in this position?

Problem 254



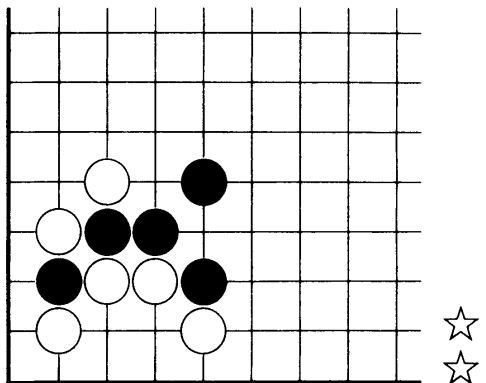
How does Black save his stones on the left and capture four of White's?

Problem 255



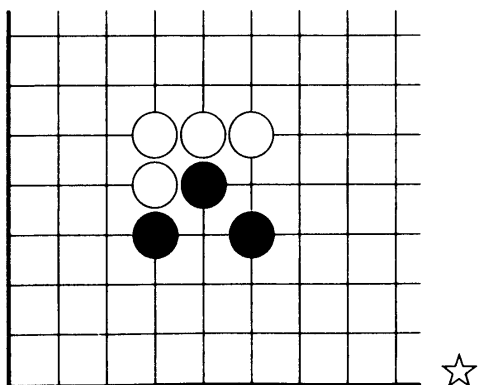
How does Black make good shape for his stones?

Problem 256



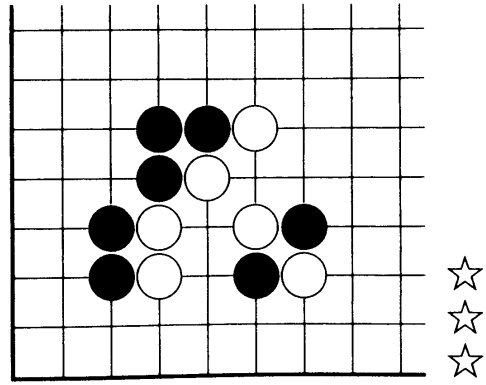
Black has a good forcing move. Where is it?

Problem 257

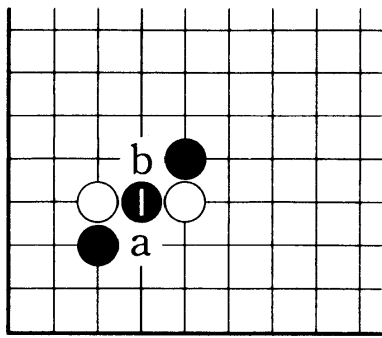


How should Black settle his stones in the corner?

Problem 258

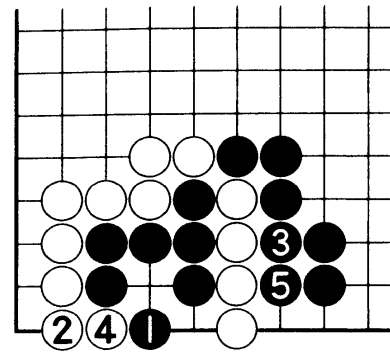


What is the best way for Black to utilize his two stones on the right?



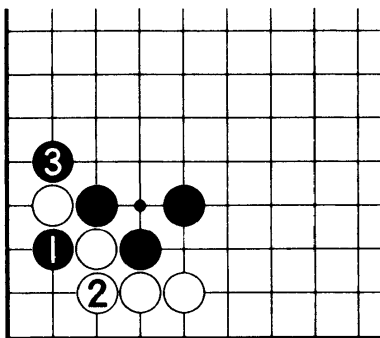
Answer 253: wedging in

Wedging in with Black 1 is absolutely essential. If White 'a', Black 'b'; if White 'b', Black 'a'. Either way, Black has the advantage.



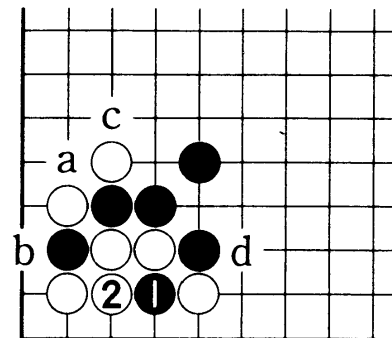
Answer 254: making an eye

Black should make an eye by dipping down to the first line. Black can now win the capturing race with 3 and 5.



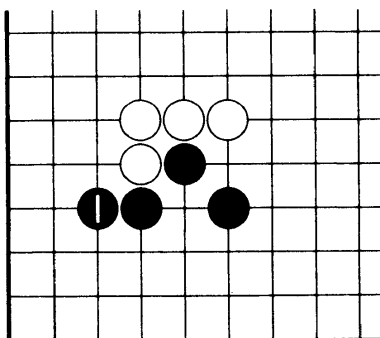
Answer 255: cutting

Cutting with 1 and capturing with 3 should leave Black with a satisfied feeling. Black's stones are now very secure and White has been forced into a low position.



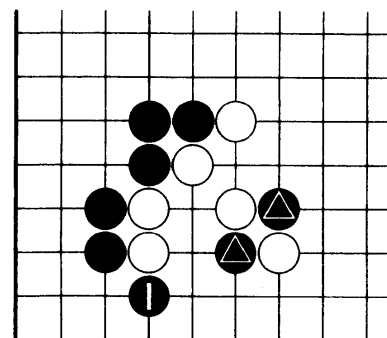
Answer 256: cutting

Cutting with Black 1 is a good forcing move. If Black ataris at 'a' with 1, White 'b'—Black 'c' would follow, then White could play 'd' in sente; this would be a very big move.



Answer 257: descending

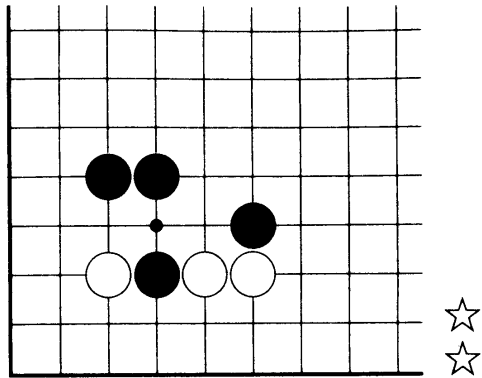
Descending with Black 1 is very big. Even if the position were one line lower, this would still be a big move.



Answer 258: hane

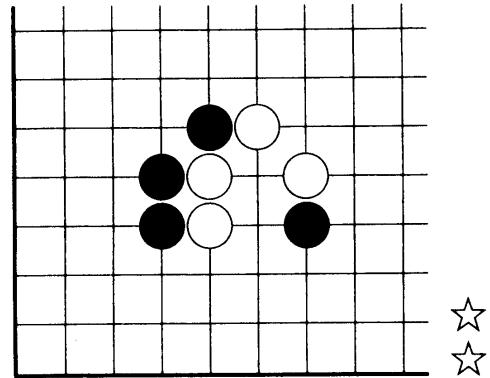
The hane of Black 1 puts the two marked stones to good use. White is now short of liberties.

Problem 259



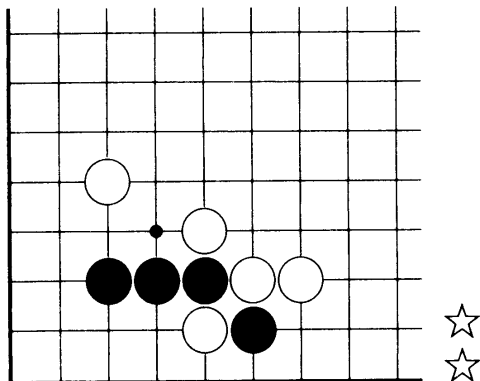
Where is Black's biggest move?

Problem 260



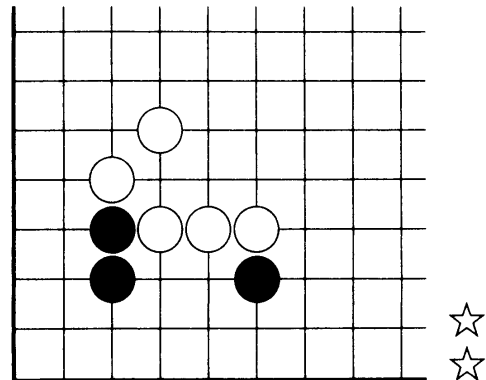
Where is the vital point in this position to give White bad shape?

Problem 261



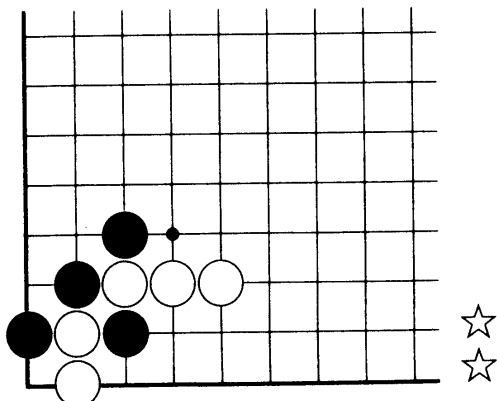
How should Black settle his stones in the corner?

Problem 262



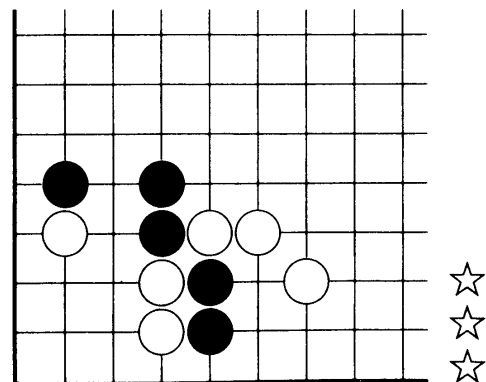
What is the most efficient way for Black to link up his stones?

Problem 263

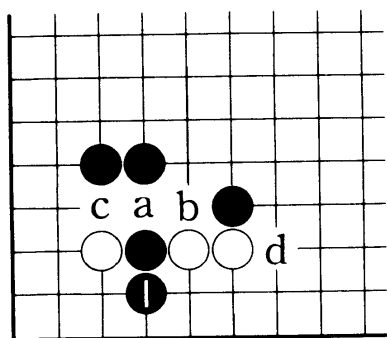


How should Black settle his stones on the left side?

Problem 264

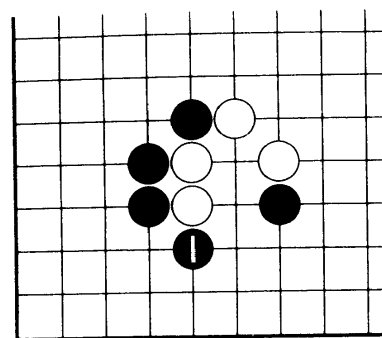


Black to rescue his two stones at the bottom.



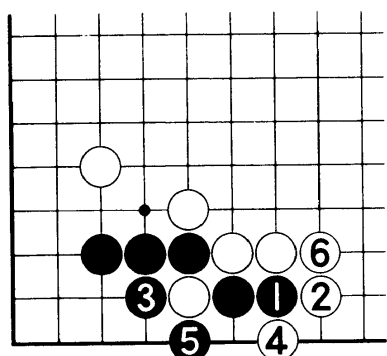
Answer 259: descending

Black should descend to 1. If White tries to separate the black stones with 'a', Black will atari with 'b', then capture two stones with 'd' after White 'c'. If White 2 at 'b', Black is satisfied just to answer at 'a'.



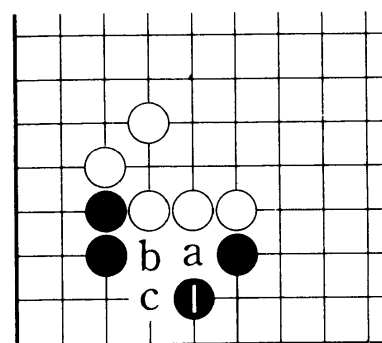
Answer 260: hane

The hane of Black 1 is on the vital point. Black's corner is big, while White is left with a bad shape as he is short of liberties.



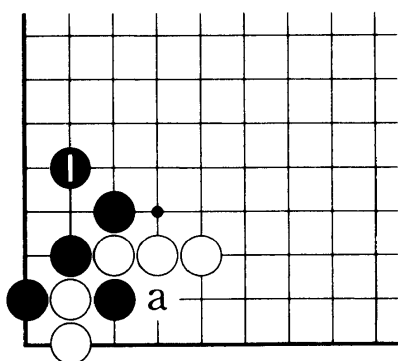
Answer 261: crawling

Crawling with Black 1 is bigger than it appears. If Black simply plays 1 at 3, White will atari at 1 in sente.



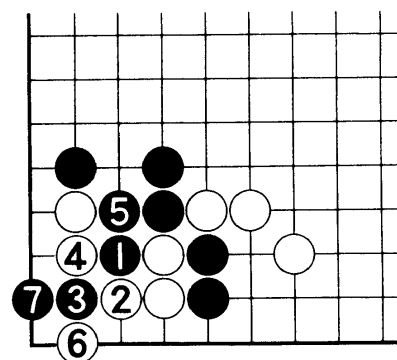
Answer 262: diagonal move

Black should link up his stones with the diagonal move of 1. If Black 1 at 'a', White will cut through with the sequence White 'b'–Black 'c'–White 1.



Answer 263: diagonal connection

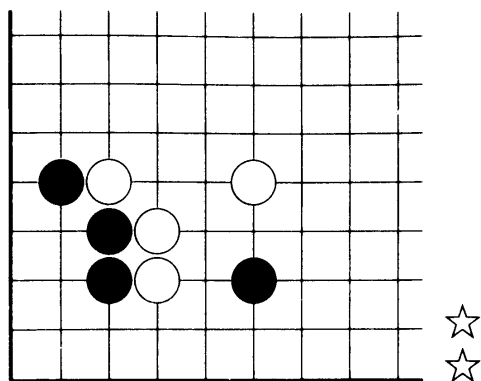
Black 1 is a flexible move which makes it easy for him to make eyes. If White captures at 'a', Black ends in sente.



Answer 264: hane

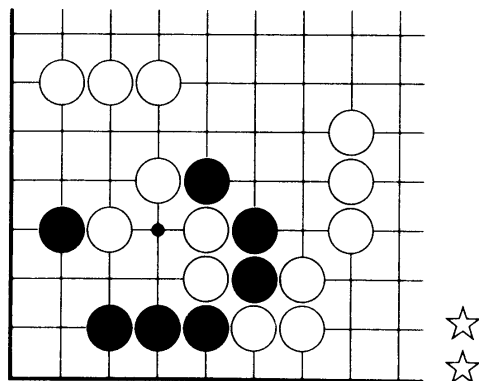
The hane of Black 1, followed by the sequence to 7, kills the white stones in the corner. Refer to *Problem 42*.

Problem 265



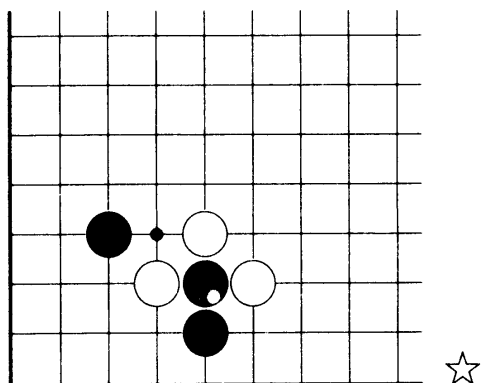
How can Black link up his stones on the left with their ally on the right?

Problem 266



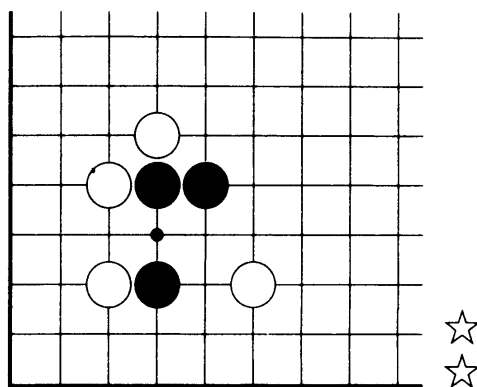
How can Black settle his stones in the corner?

Problem 267



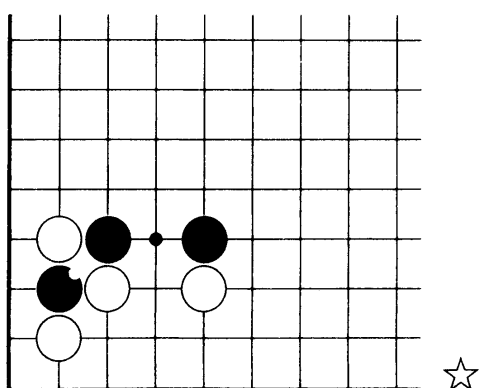
Where is Black's strongest move?

Problem 268



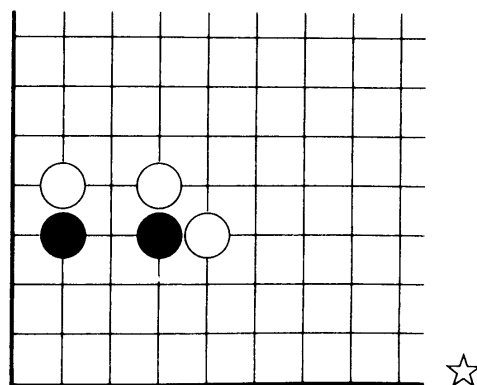
How does Black get the advantage in this position?

Problem 269

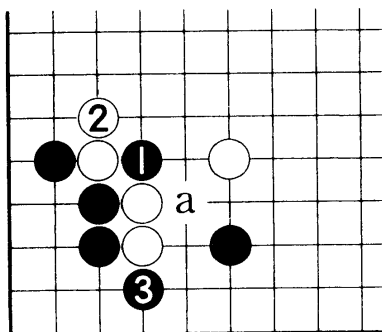


How should Black play in this position?

Problem 270

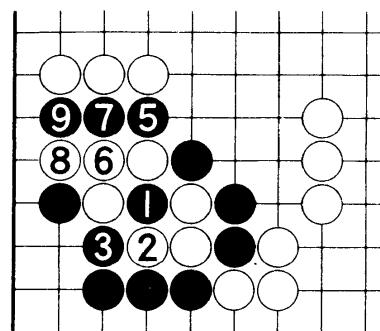


How does Black create weaknesses in White's position?



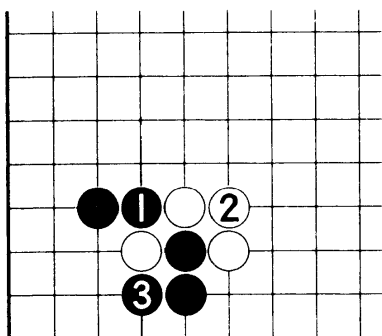
Answer 265: atari

If Black ataris with 1, he can link up with his stone on the left by playing the hane of 3. If White 2 at 'a', Black makes a *ponnuki* at 2.



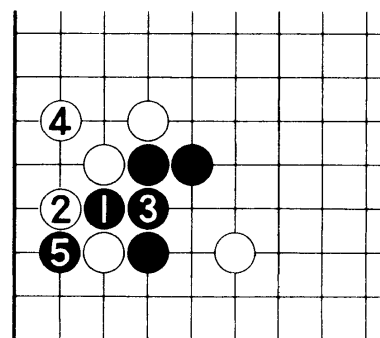
*Answer 266: throwing in
4: connects at 1*

By throwing in at 1, Black makes White short of liberties. Black captures White with the sequence to 9.



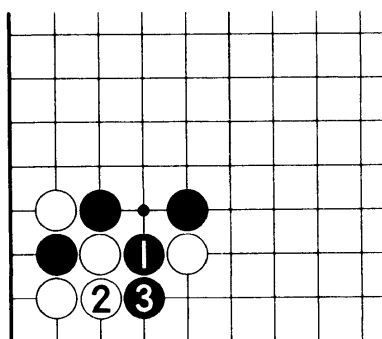
Answer 267: cutting

Cutting with 1 is the strongest move. After White connects with 2, Black 3 takes the corner while making good shape.



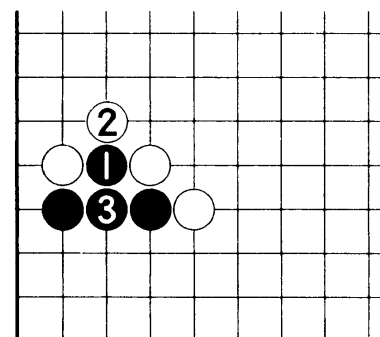
Answer 268: wedging in

By wedging in with 1, Black creates cutting points in White's position. If White defends with 4, Black's atari at 5 is a big move.



Answer 269: atari

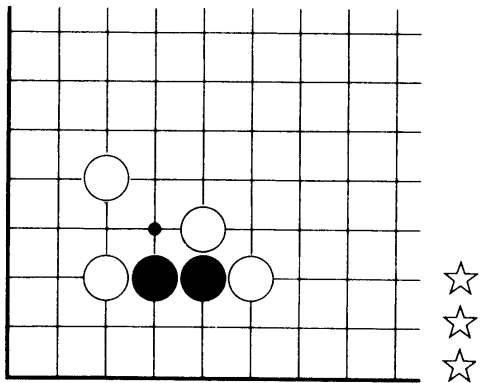
Black should atari with 1, then separate the white stone on the right by blocking with 3. Black is happy with this result.



Answer 270: wedging in

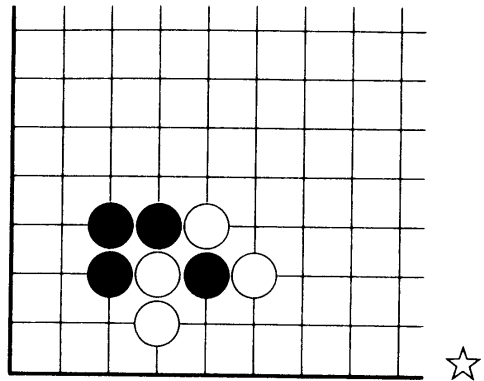
Again, Black wedges in with 1 to create cutting points in White's position. White will be unable to defend all of these weaknesses.

Problem 271



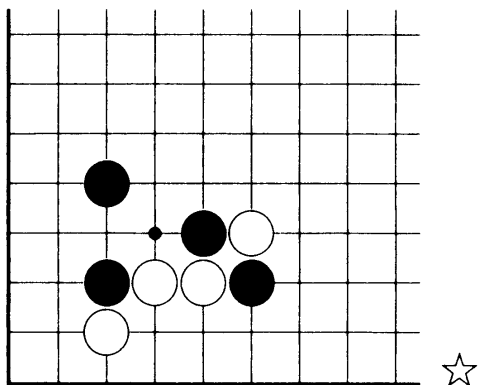
How should Black rescue his two stones?

Problem 272



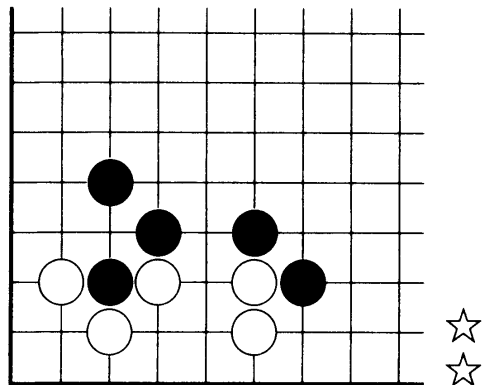
Where should Black play in this position?

Problem 273



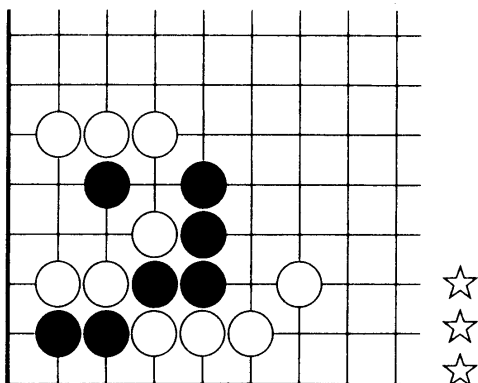
How should Black keep up the pressure on White?

Problem 274



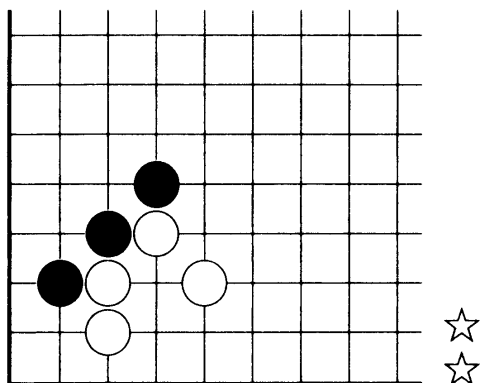
How does Black make good shape in this position?

Problem 275

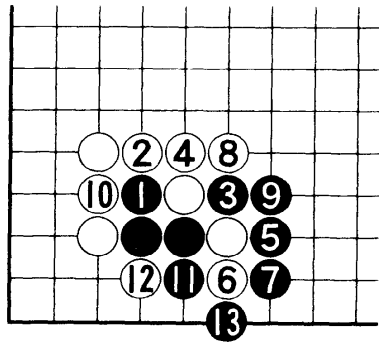


Black to rescue his two stones in the corner.

Problem 276

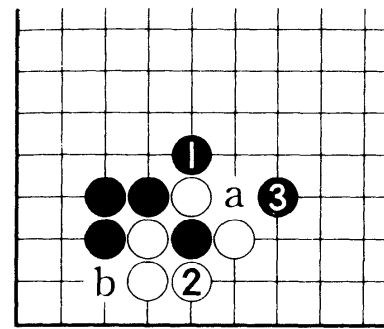


How should Black settle his three stones?



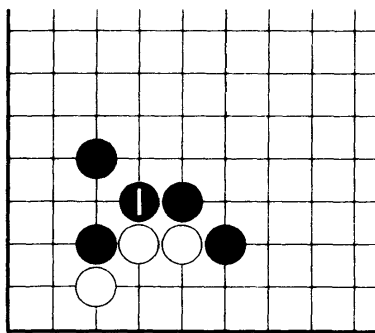
Answer 271: pushing through

Pushing through with Black 1 is the vital point. If White blocks with 2, Black ataris with 3, then captures two stones and makes a thick position with the sequence to 13.



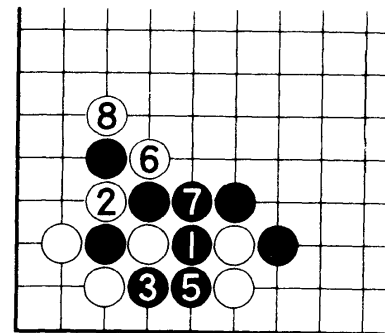
Answer 272: atari

Black ataris with 1. If White 2, Black presses White against the bottom with 3. If White 2 at 'a', Black 'b' becomes a forcing move. Black is happy with either result.



Answer 273: blocking

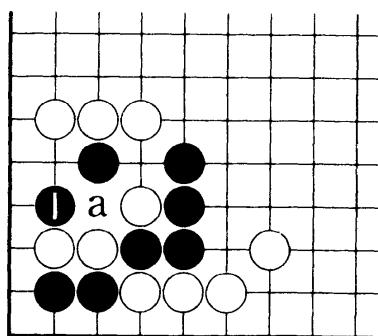
If Black blocks with 1, the two white stones will be short of liberties. Black is satisfied with this result.



Answer 274: atari

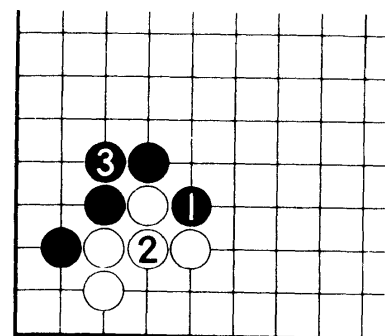
4: connects (below 2)

Black ataris with 1 and 3. Up to 7, Black has cut off two white stones, so he is happy with this result.



Answer 275: diagonal attachment

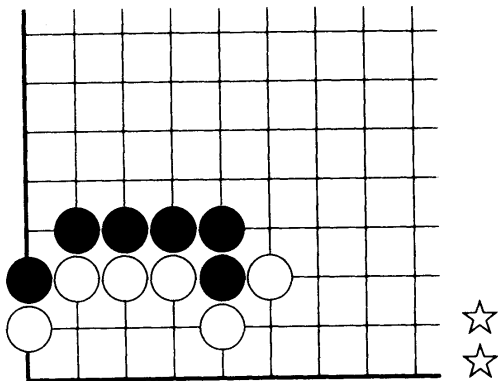
By playing 1, Black can capture two pivotal stones. If Black 1 at 'a', these two stones will escape.



Answer 276: atari

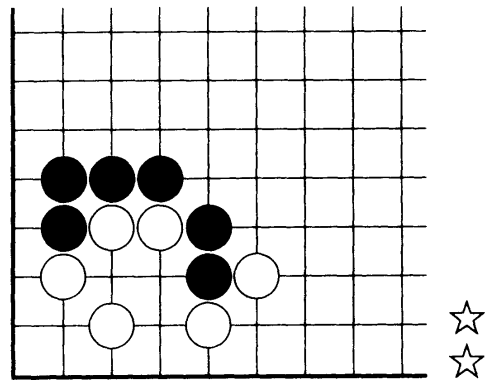
Black should atari with 1, then connect at 3, making thickness in the center. White is left with bad shape.

Problem 277



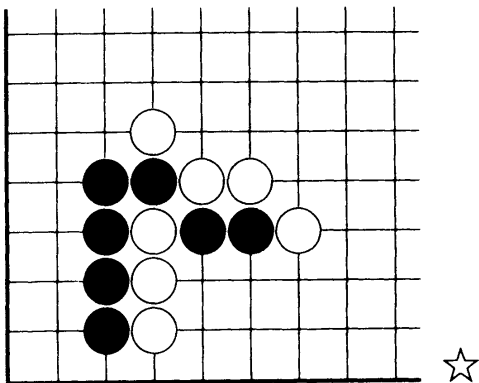
How should Black attack the white stones?

Problem 278



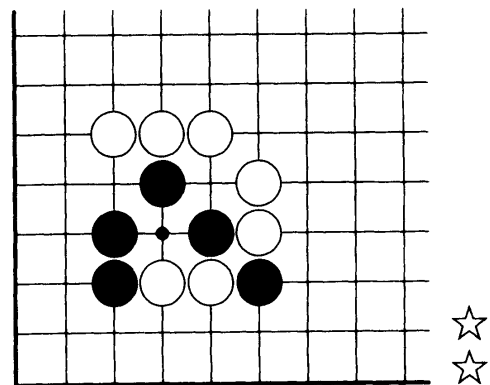
How does Black subdue White's stones?

Problem 279



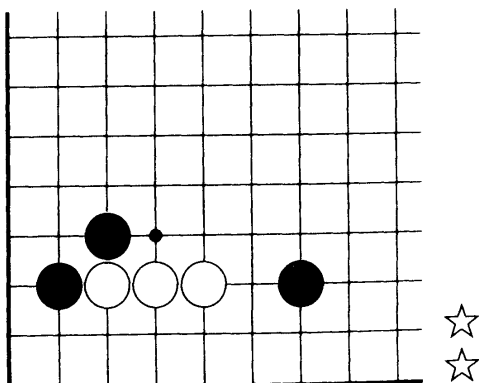
Black to capture three white stones and rescue two of his own.

Problem 280



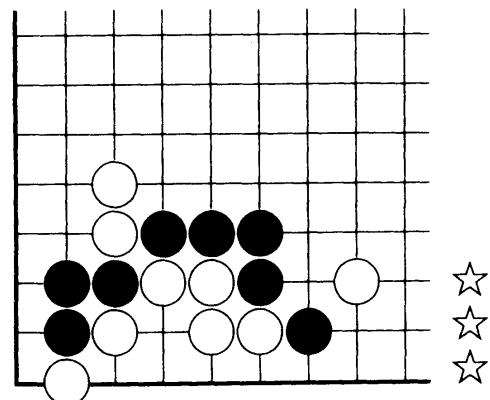
Black to link up his stone on the right with its allies in the corner.

Problem 281

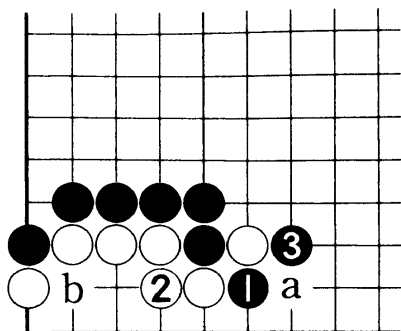


What is Black's strongest move in this position?

Problem 282

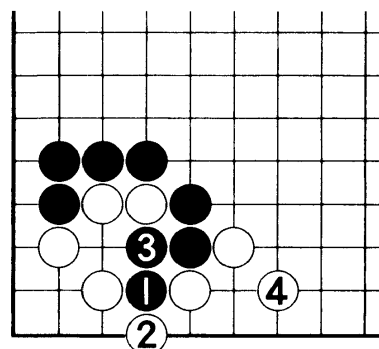


Black can rescue his stones in the corner by starting a ko. How?



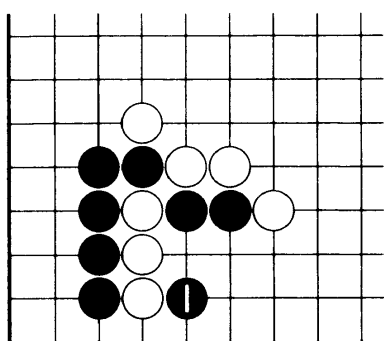
Answer 277: cutting

Black should cut at 1, then capture a stone in a ladder with 3. If White 2 at 'a', Black captures four stones with 2 and 'b'.



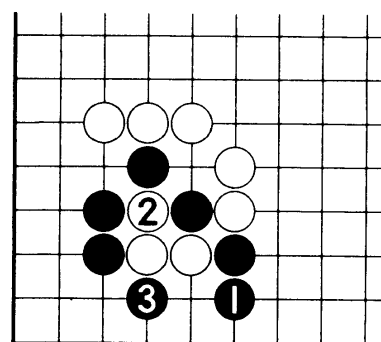
Answer 278: wedging in

Black wedges in with 1 and flattens White against the edge. After White 4, the capture of two white stones remains. If Black 1 at 3, White plays 1.



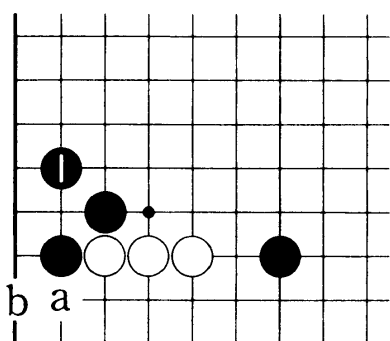
Answer 279: attaching

Black can capture three white stones by attaching at 1.



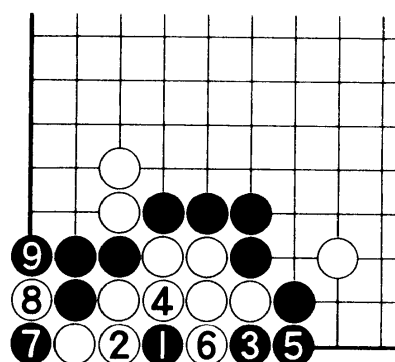
Answer 280: descending

Descending with Black 1 is an efficient move. If White 2, Black links up with the atari of 3. If Black 1 at 2, White ataris at 1.



Answer 281: diagonal connection

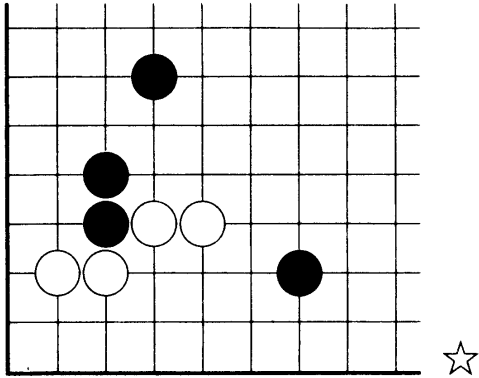
The diagonal move of Black 1 is an efficient way of defending. If White 'a' next, Black 'b'. If 1 at 'a', Black's left side becomes thin.



Answer 282: placement

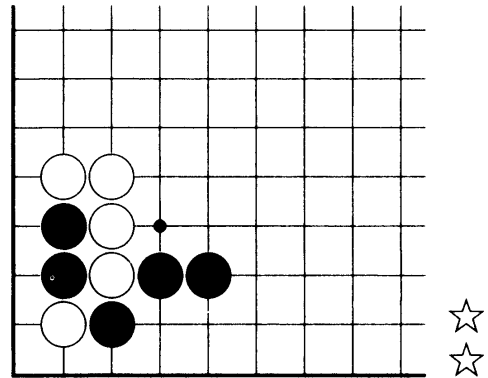
Black 1 is a strong move, forcing the sequence to 5. Next, Black starts a ko with 7 and 9. It is Black's turn to take the ko, so he is happy to play it.

Problem 283



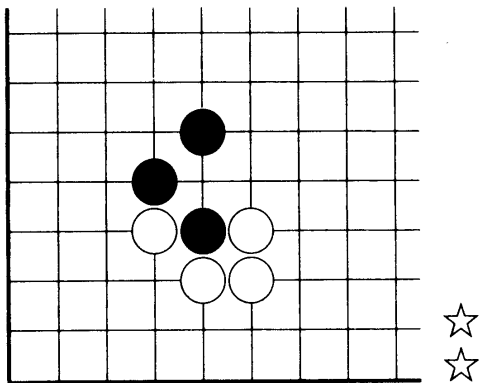
How should Black attack the white stones in the corner?

Problem 284



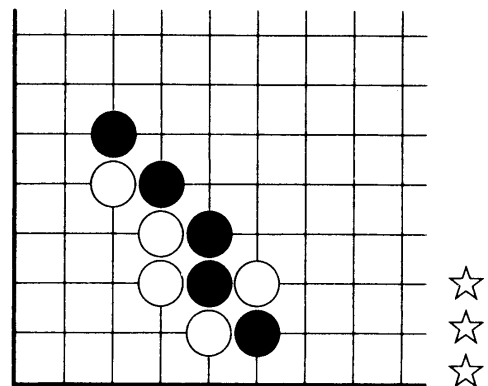
How does Black settle his stones in the corner?

Problem 285



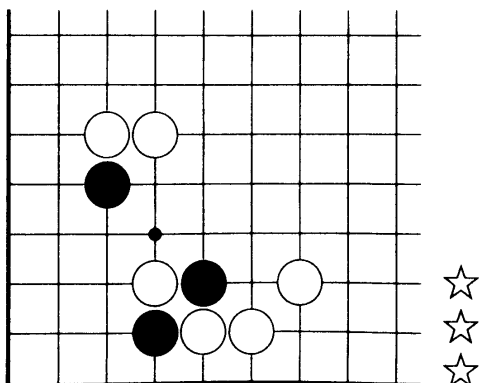
How should Black play in this position?

Problem 286



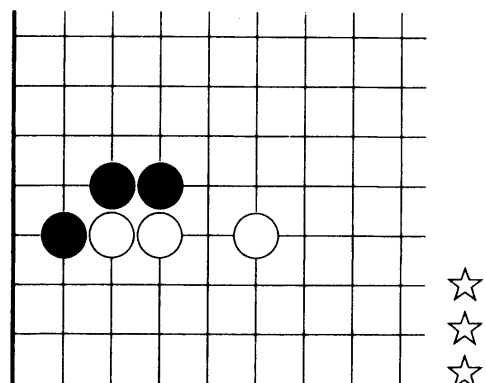
What is Black's strongest move in this position?

Problem 287

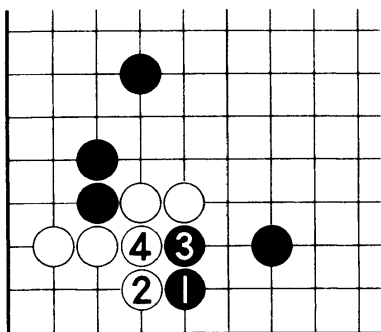


What is the best way for Black to settle his stones in the corner?

Problem 288

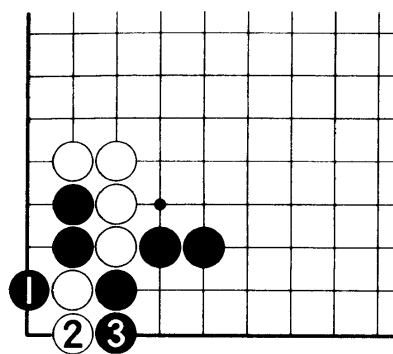


How should Black play to create weaknesses in White's position?



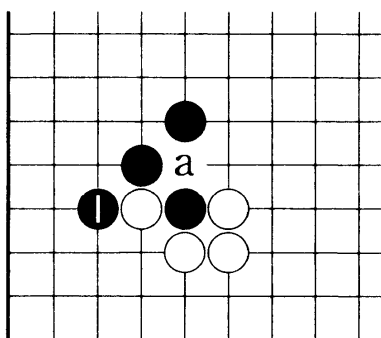
Answer 283: peeping

Black peeps at the cutting point of 4 with the knight's move of 1. After White 2, Black forces again with another peep at 3.



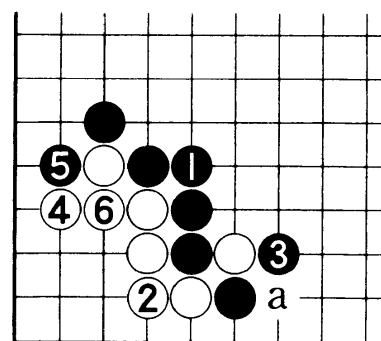
Answer 284: atari

Black 1 is the right direction to atari. If Black 1 at 2, White descends to 1 and captures two black stones. This would be a big loss for Black.



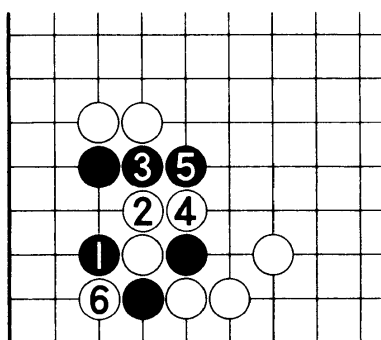
Answer 285: atari

The atari of Black 1 prevents White from expanding his corner territory. Black 1 at 'a' would give his stones bad shape and White would play at 1.



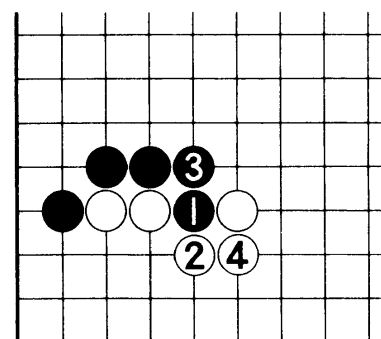
Answer 286: connecting

Connecting at Black 1 is a quiet move. Black is satisfied with the result up to 6. If White 2 at 'a', Black would play 2 and capture the corner.



Answer 287: atari

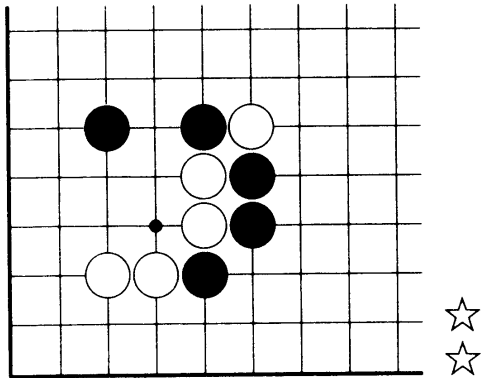
Black ataris with 1, then pushes out with 3 and 5. This is an elegant forcing sequence and the power of White's two stones above has been subdued.



Answer 288: wedging in

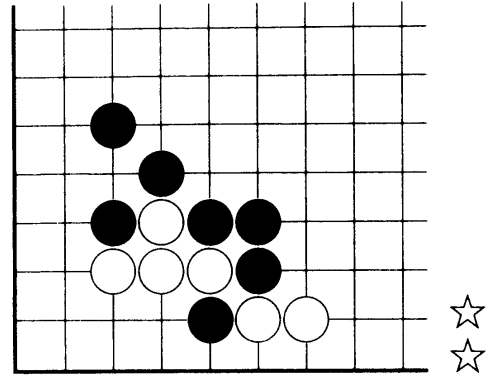
Wedging in with Black 1 creates two cutting points in White's position. Black 1 at 3 is bad because White will connect at 1.

Problem 289



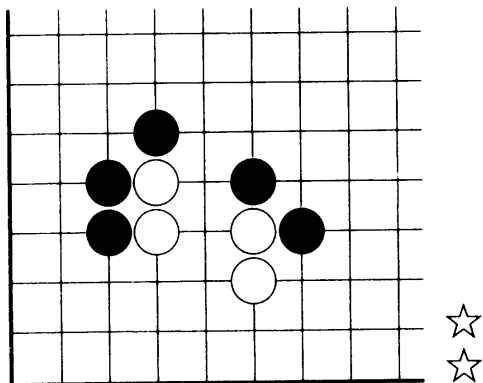
Black to confine White to the corner.

Problem 290



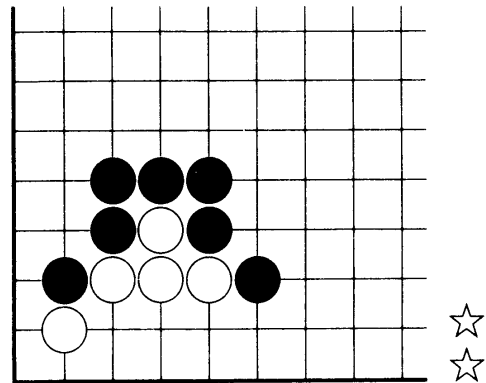
Black to take the territory in the corner

Problem 291



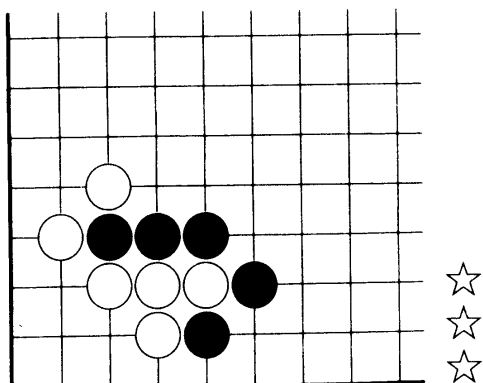
Where is the vital point for Black in this position?

Problem 292



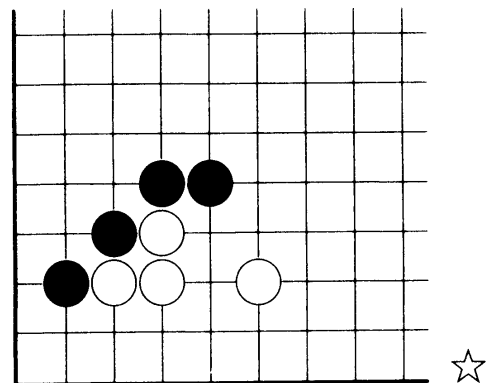
What is the most effective way for Black to attack the white stones?

Problem 293

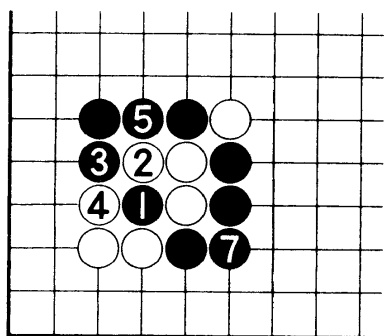


What is the most effective way for Black to attack the white stones?

Problem 294



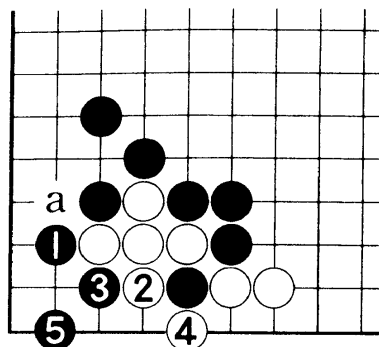
How should Black settle his stones?



Answer 289: *atari*

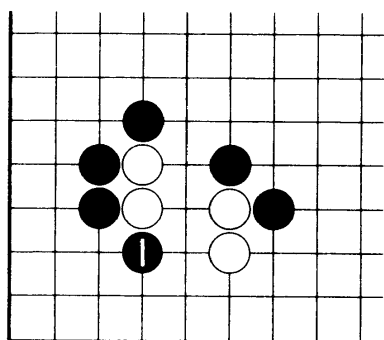
6: *connects*

Black should atari with 1, then squeeze with 3 and 5. After Black connects with 7, he is strong on both sides.



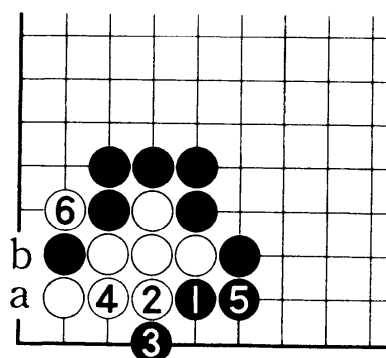
Answer 290: *hane*

Black hanes with 1, then takes the corner with 3 and 5. Black 1 at 'a' is a cowardly move. If White 2 at 'a', Black captures White's stones with 3.



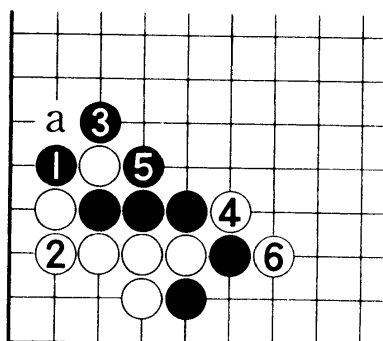
Answer 291: *hane*

The hane of Black 1 is the vital point. No matter how White connects, he will end with bad shape.



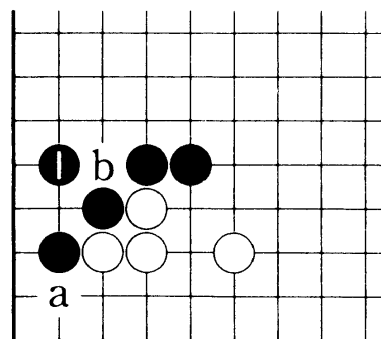
Answer 292: *hane*

The hane of Black 1 and the atari of 3 are good forcing moves. After White captures with 6, Black can start a ko with 'a'. The *aji* of Black 'b' also remains.



Answer 293: *cutting*

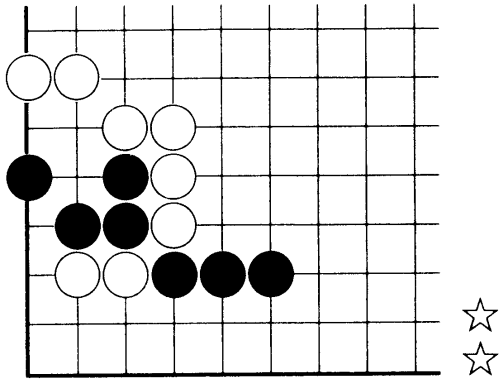
Black must cut at 1. If White 2 at 'a', Black 2 captures four white stones. The *ponnuki* of 3 and 5 makes Black thick on the left side.



Answer 294: *diagonal connection*

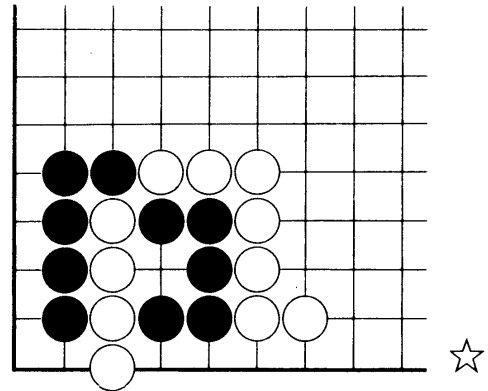
Black must play 1. If Black 1 at 'a', White cuts at 'b' and Black's shape is thin. Black 1 is the proper way to defend.

Problem 295



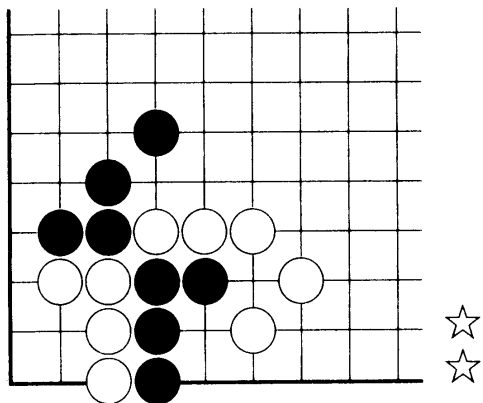
Black to capture the two white stones in the corner.

Problem 296



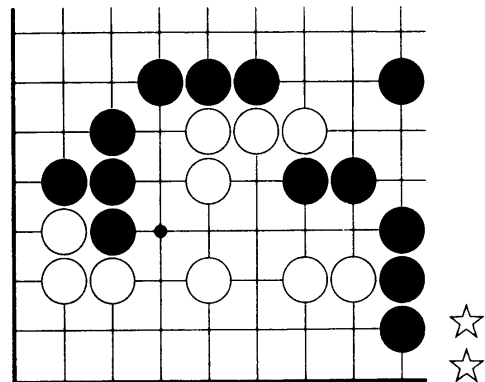
Black to capture the four white stones in the corner.

Problem 297



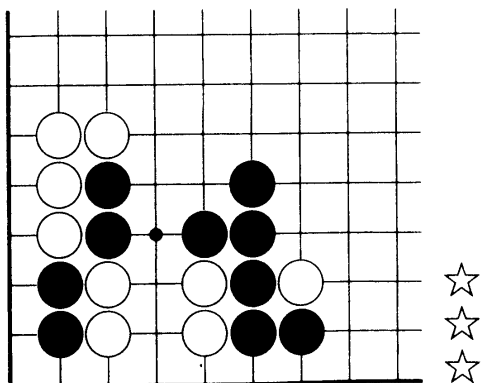
Black to capture the four white stones in the corner.

Problem 298



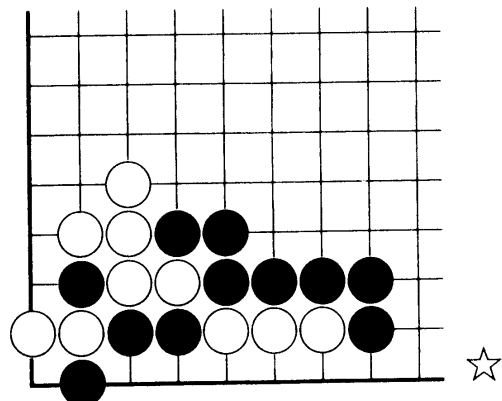
What is the most profitable way for Black to reduce the size of White's corner?

Problem 299

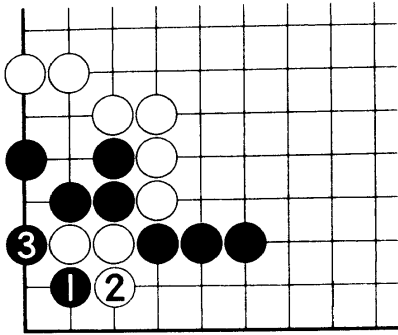


Black to rescue his two stones in the corner.

Problem 300

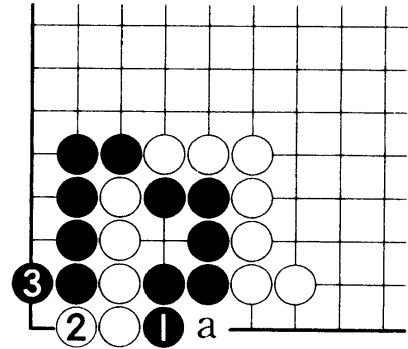


Black to capture the three white stones on the right.



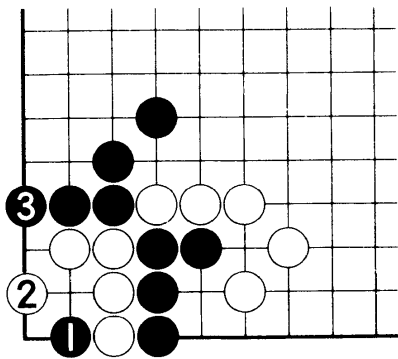
Answer 295: attaching

Attaching at the belly of the two white stones with Black 1 is the tesuji. After 3, it is clear that Black wins the capturing race.



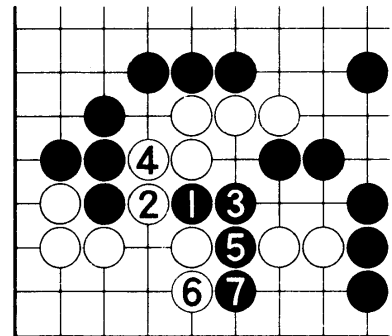
Answer 296: blocking

Blocking on the inside with 1 wins the capturing race. If Black 1 at 2, White hanes at 'a' and Black is short of liberties.



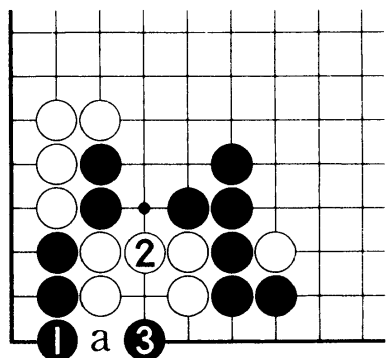
Answer 297: attaching

If Black attaches with 1 and descends to 3, White's resistance collapses. If Black plays 1 at 2, he loses the capturing race.



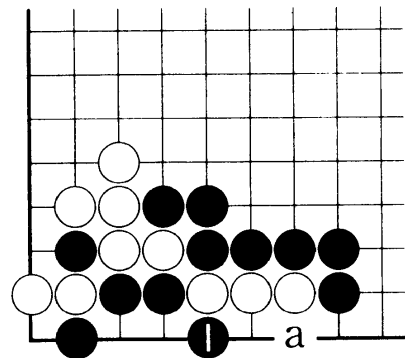
Answer 298: wedging in

Wedging in with Black 1 is a sharp move. White rescues his four stones above with 2 and 4, but Black comes charging through with 5 and 7.



Answer 299: descending

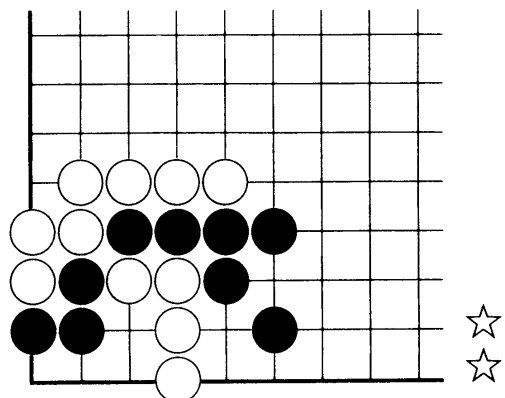
Descending to Black 1 is an urgent move. If White 2, Black 3 is the vital point. If Black 1 at 'a', White will throw in at 1.



Answer 300: hane

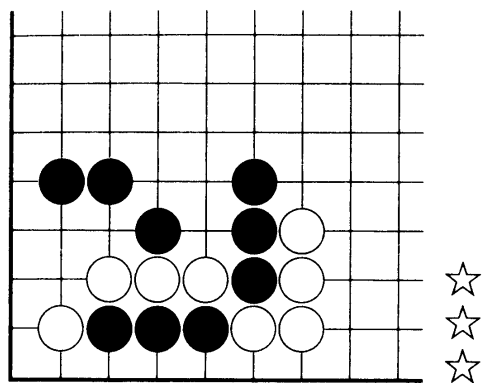
Black must start filling the liberties of the white stones from the left with the hane of 1. Black 1 at 'a' loses the capturing race.

Problem 301



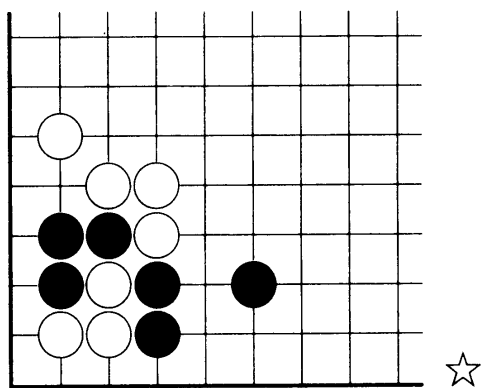
Black to make his stones in the corner invulnerable to a white attack.

Problem 302



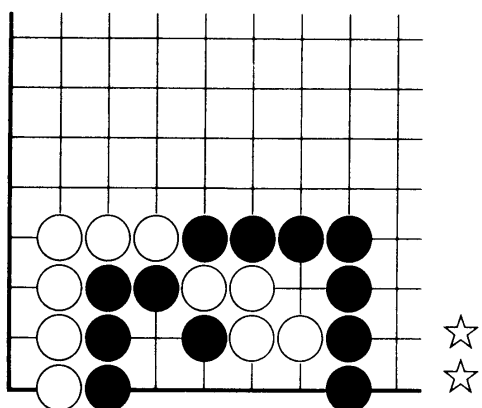
Black to kill the white stones in the corner.

Problem 303



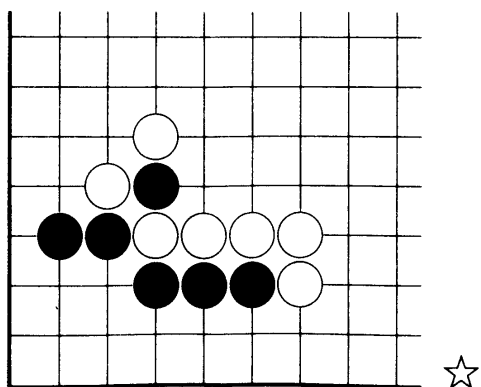
How does Black capture the white stones?

Problem 304



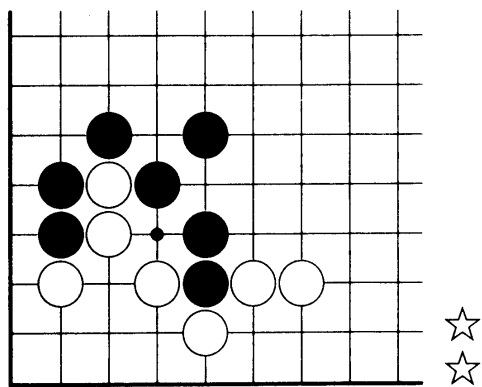
How can Black capture the four white stones on the right?

Problem 305

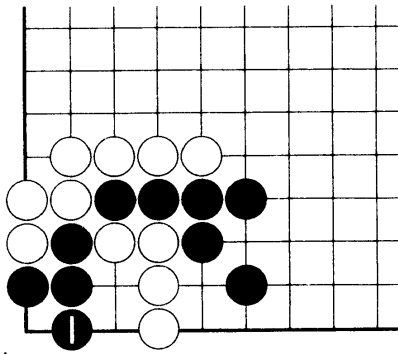


How should Black settle his stones in the corner?

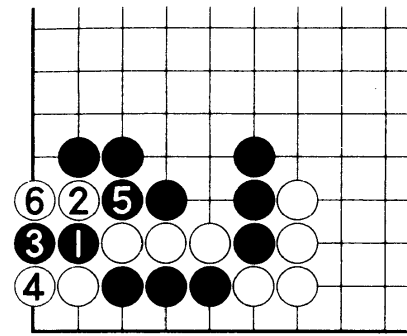
Problem 306



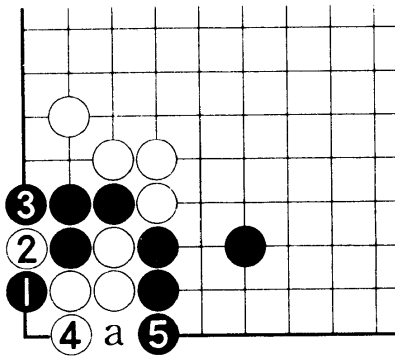
How can Black take the corner territory away from White?



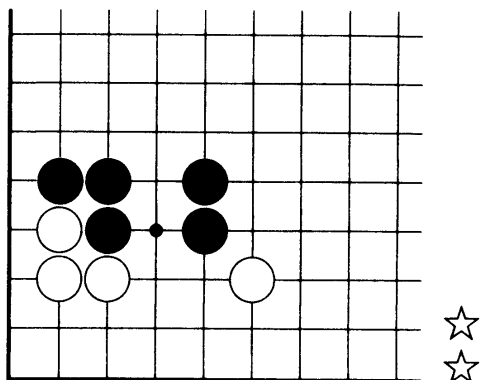
Answer 301: descending
Black descends to 1, makes an eye, and wins the capturing race.



Answer 302: cutting
7: throws in at 1
Black cuts at 1, descends to 3, then squeezes with the sequence to 7.

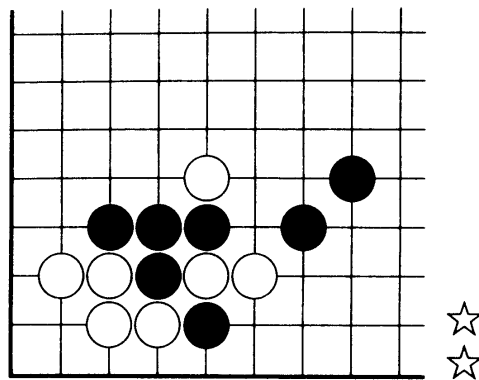


Problem 307



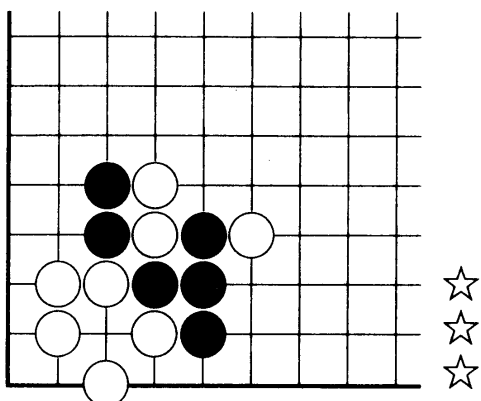
How can Black capture the three white stones in the corner?

Problem 308



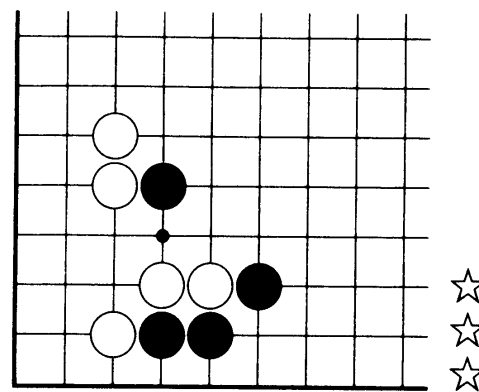
What is the best way for Black to confine White to the corner?

Problem 309



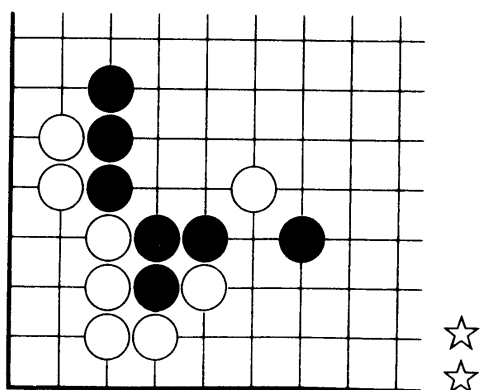
What is the best way for Black to utilize his two stones on the left?

Problem 310



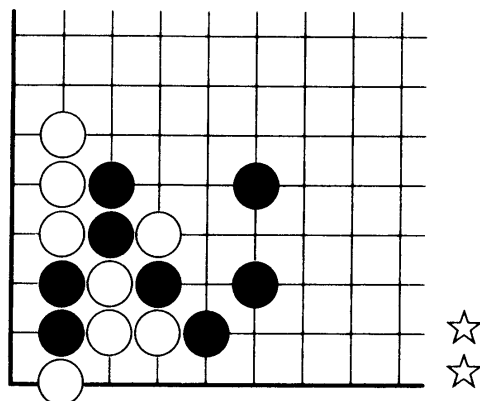
How can Black exploit the weakness in White's corner?

Problem 311

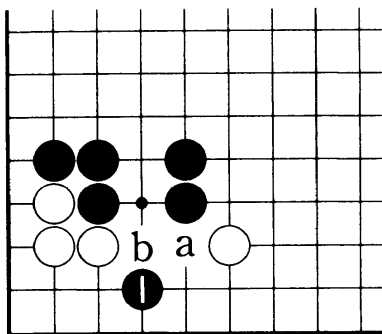


What is the most effective way for Black to make thickness?

Problem 312

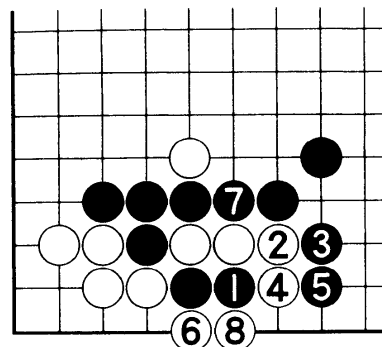


How can Black make good shape in the center?



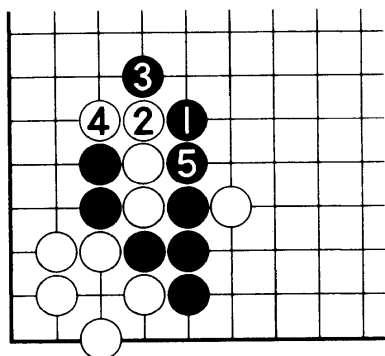
Answer 307: jumping

If Black jumps down to the second line with 1, he can capture the three white stones in the corner. If Black 1 at 'a' or 'b', White will play 1.



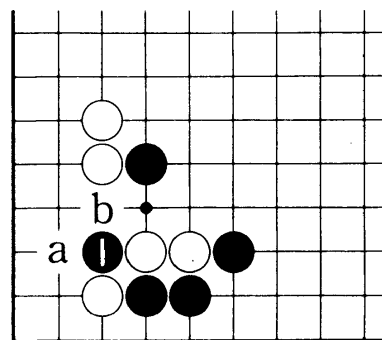
Answer 308: crawling

Black should crawl with 1, then sacrifice these two stones by squeezing with 3 to 7. Black has made a thick position on the outside.



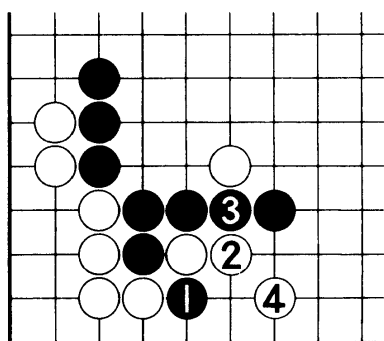
Answer 309: jumping ahead

Jumping ahead of the two white stones with 1, then pressing with 3 is a high-level tesuji combination. After Black 5, White still has to defend.



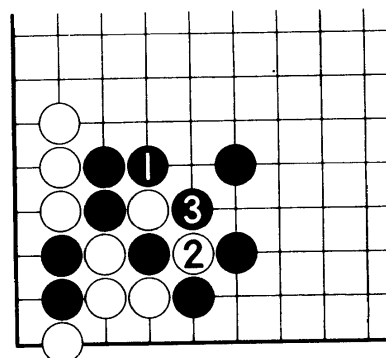
Answer 310: cutting

The cut of Black 1 is a strong move. Next, if White 'a', Black 'b'; if White 'b', Black 'a'.



Answer 311: cutting

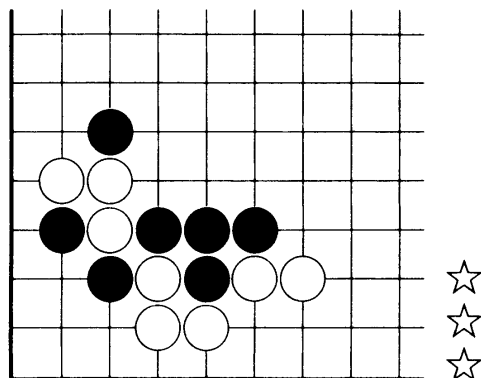
The cut of Black 1 and the connection of 3 are a good tesuji combination. If Black simply plays 1 at 3, White will not put much importance on his one stone and will play elsewhere.



Answer 312: atari

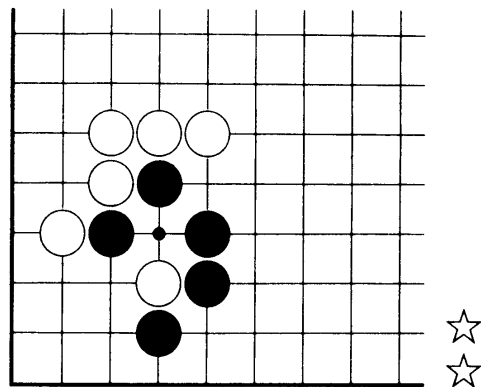
The atari of Black 1, followed by 3, makes good shape. After this, Black can capture two stones in sente.

Problem 314



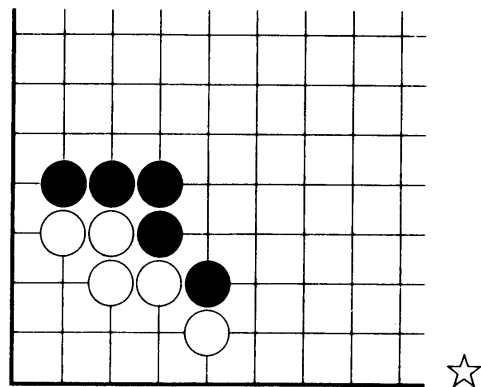
How can Black confine the three white stones to the left side?

Problem 316

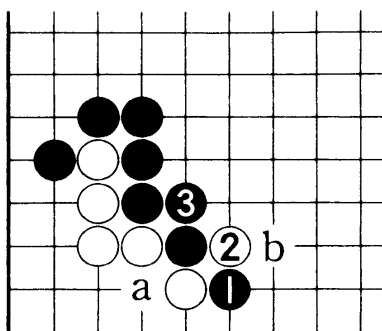


What is Black's most profitable move here?

Problem 318

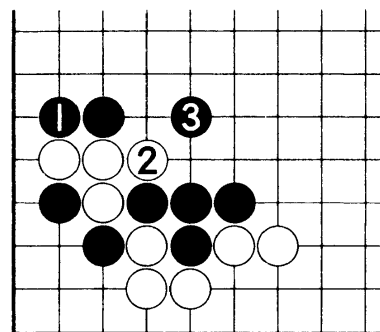


How should Black play in this position?



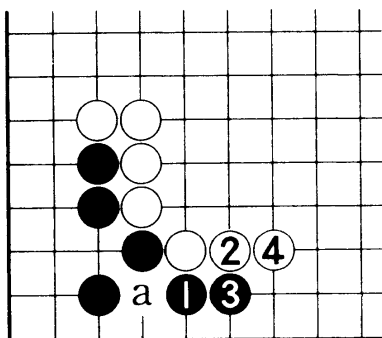
Answer 313: two-step block

The two-step block of Black 1 is the strongest move. After Black connects at 3, he threatens an atari at 'a' or to capture a stone in a ladder with 'b'.



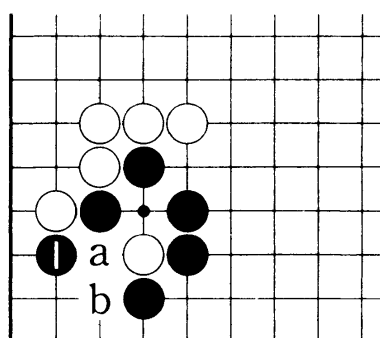
Answer 314: blocking

The block of Black 1 prevents White from expanding the left side. If White tries to break out with 2, Black 3 keeps him in check, since he is short of liberties.



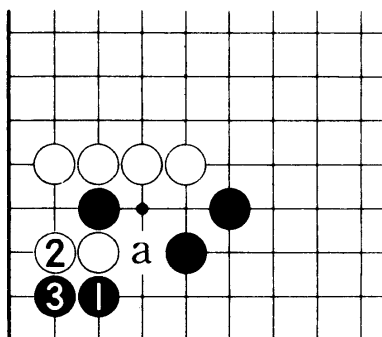
Answer 315: hane

The hane of Black 1 and the crawl of 3 secure Black's corner. If White were allowed to atari at 'a', Black's shape would become bad.



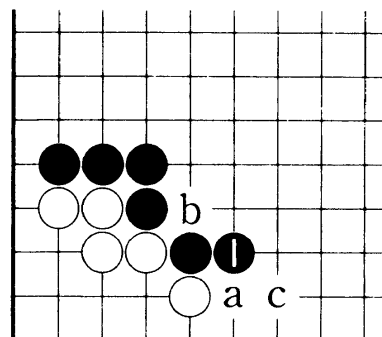
Answer 316: blocking

Blocking with 1 gives Black the corner territory. White 'a' is an atari, but after Black 'b', White can't capture because of a snapback.



Answer 317: attaching

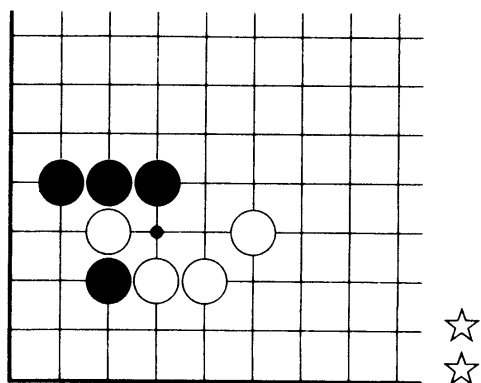
In spite of White's thick wall above, the attachment of Black 1 is an effective move. If Black 1 at 'a', White will take profit with 1.



Answer 318: extending

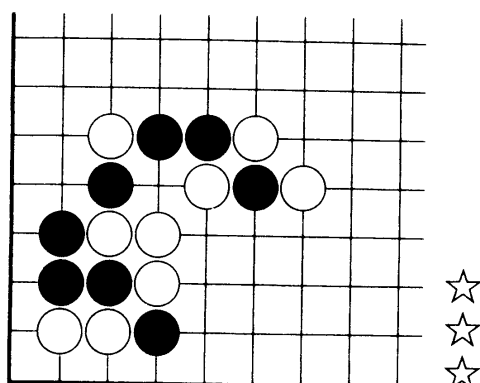
Black must extend to 1. If Black 1 at 'a', White can play the sequence White 1-Black 'b'-White 'c'.

Problem 319



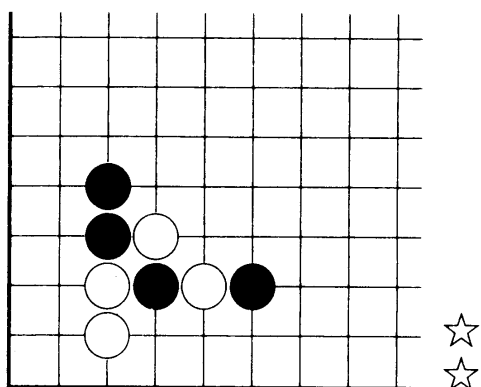
What is the most profitable way for Black to play here?

Problem 320



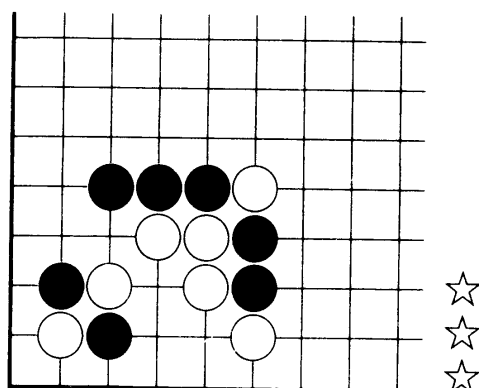
How can Black break through White's position on the right?

Problem 321



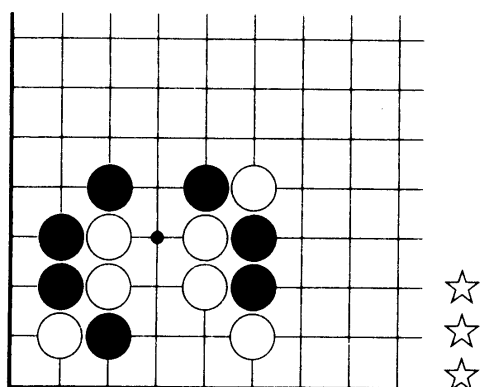
How should Black play in this position?

Problem 322



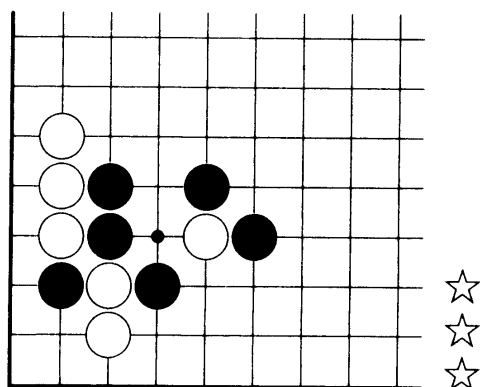
What is Black's most effective move in this position?

Problem 323

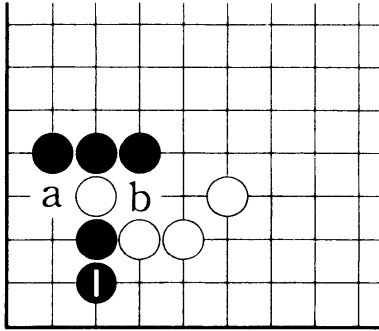


How can Black capture some white stones in the corner?

Problem 324

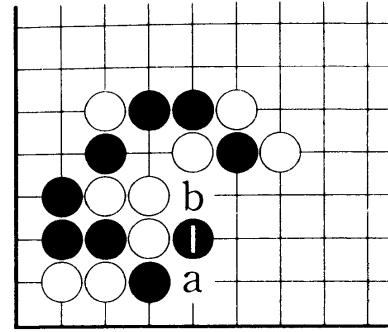


Black to rescue his solitary stone in the corner.



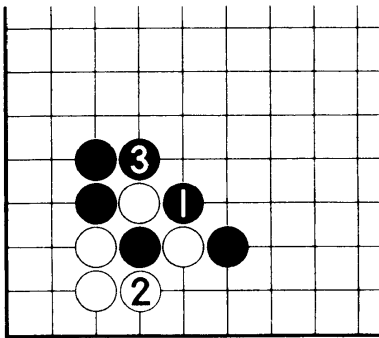
Answer 319: descending

The descent of Black 1 takes solid territory in the corner. If White 'a', Black will capture two white stones with 'b'.



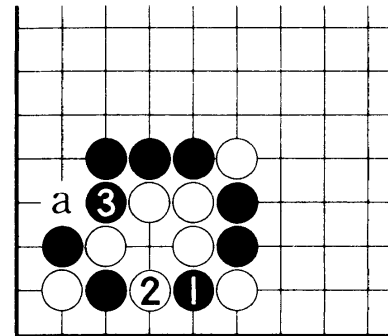
Answer 320: hane

The hane of Black 1 is the tesuji. If White ataris at 'a', Black ataris at 'b' and will next capture the stone above, making a thick shape.



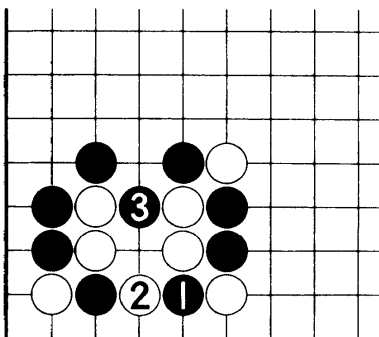
Answer 321: atari

Black plays a double atari with 1. When White captures with 2, Black confines White to the corner with 3. This is an intolerable result for White.



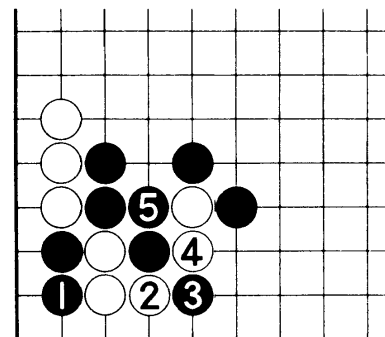
Answer 322: cutting

Cutting with Black 1 is a skillful move. After Black 3, White will have a hard time taking care of his stones. If White 2 at 'a', Black 3 captures White.



Answer 323: cutting

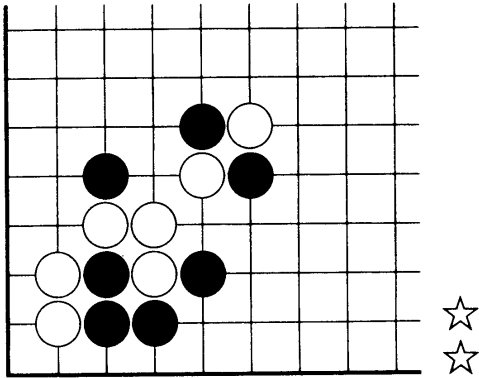
When Black cuts with 1, White 2 seems to be the only way to resist, but Black responds with a double atari at 3.



Answer 324: blocking

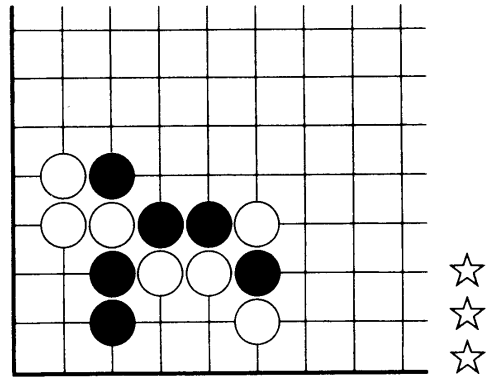
The block of Black 1 is a strong move. After the exchange of 2 for 3, the atari of 4 doesn't work. After the atari of Black 5, White is without an answer.

Problem 325



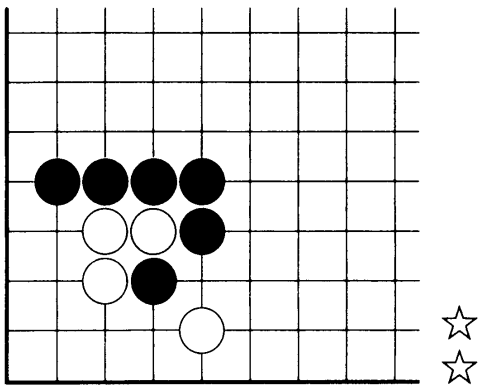
Black to link up his stones at the bottom with his two above.

Problem 326



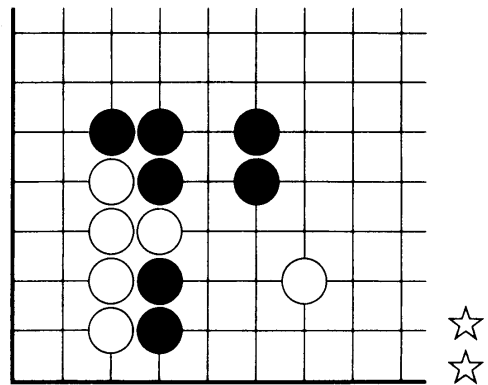
Where should Black play in this position?

Problem 327



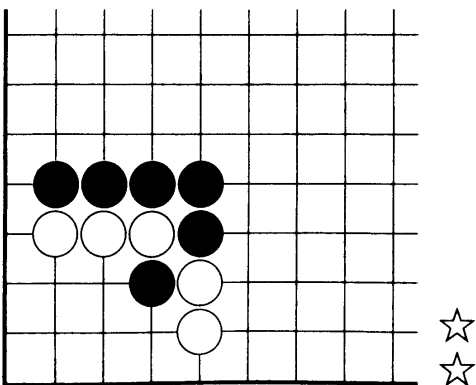
Black to capture the white stones in the corner.

Problem 328



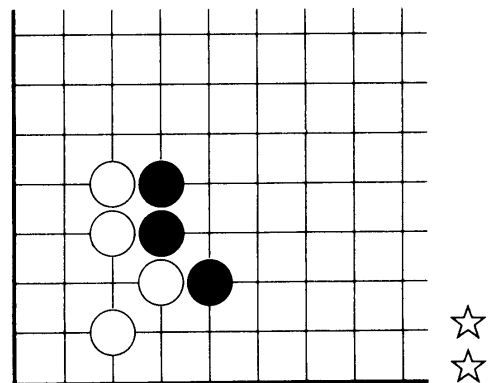
How can Black link up all his stones with good shape?

Problem 329

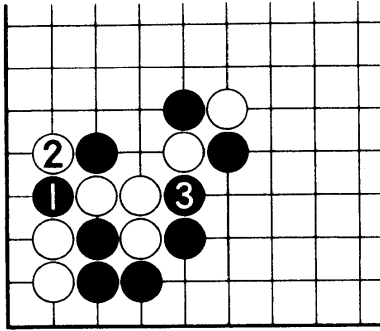


Black to take the territory in the corner.

Problem 330

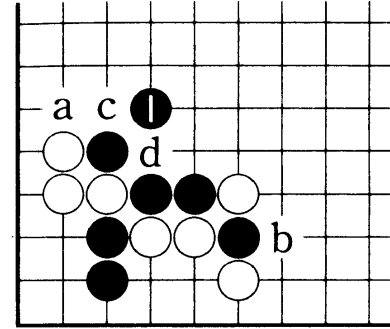


How does Black make good shape for his stones?



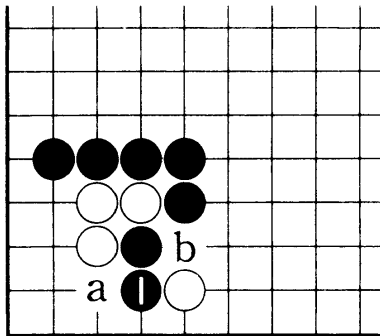
Answer 325: cutting

Black cuts with 1. After White 2, Black can link up his stones by making an atari at 3. Now the key white stone above 3 will be captured by Black.



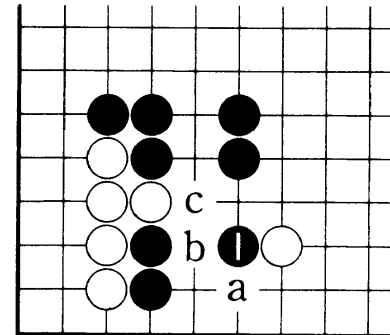
Answer 326: diagonal connection

The diagonal connection of Black 1 makes *miai* of 'a' and 'b'. Even if White exchanges 'c' for Black 'd', the result is the same.



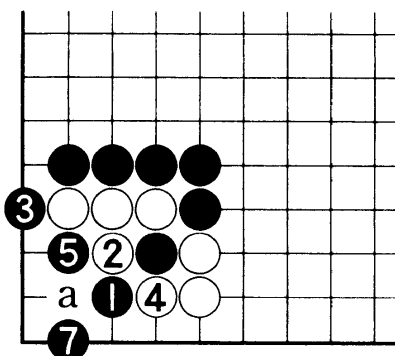
Answer 327: blocking

After Black blocks at 1, the white stones are separated. If Black 1 at 'a' or 'b', White can live by playing at 1.



Answer 328: attaching

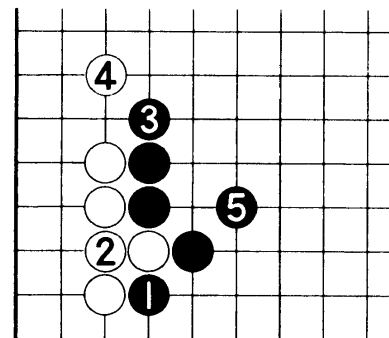
Black makes good shape with 1. If White 'a', Black connects at 'b'. If Black 1 at 'c', the cut of White 'b' is left behind.



Answer 329: diagonal move

6: connects (above 4)

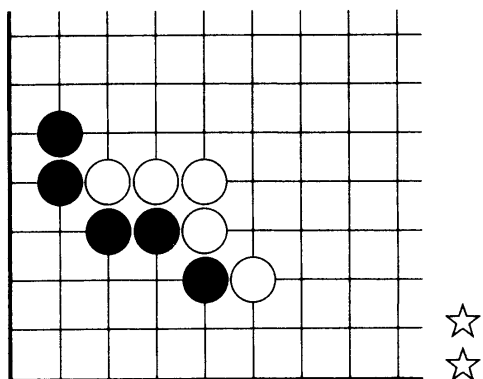
Black takes the corner with the sequence to 7. If Black 1 at 5, White resists with the sequence White 2–Black 1–White 3.



Answer 330: atari

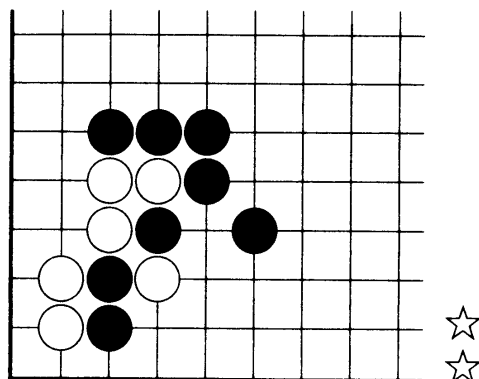
The atari of Black 1 is an important forcing move. Black continues with the sequence to 5.

Problem 331



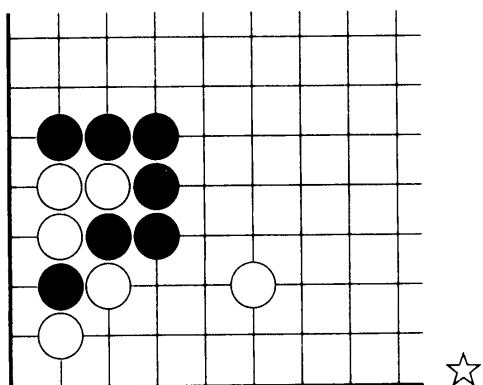
How should Black defend his stones in the corner?

Problem 332



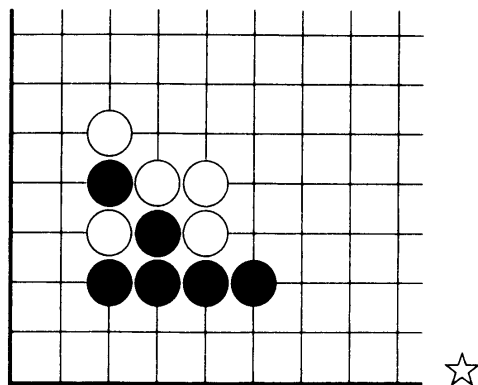
How does Black rescue his two stones in the corner and make good shape?

Problem 333



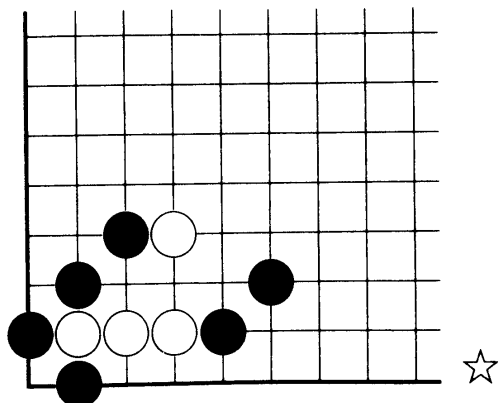
How should Black play in this position?

Problem 334



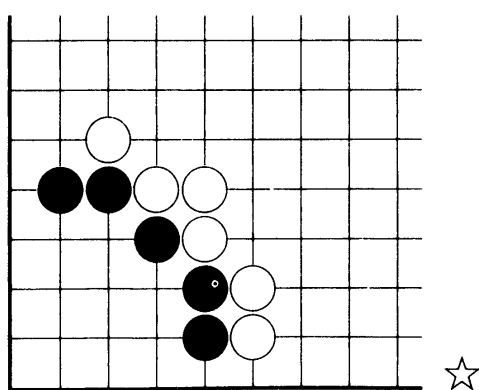
How should Black settle his stones in the corner?

Problem 335

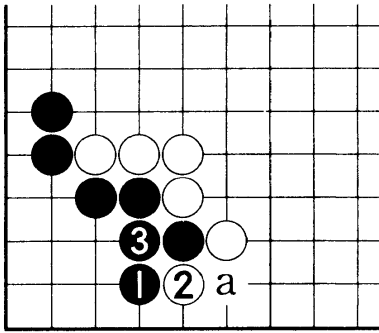


Black to capture the three white stones in the corner.

Problem 336

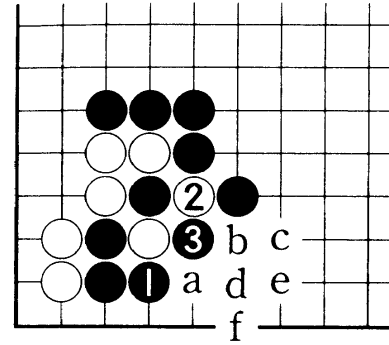


How should Black defend his stones in the corner?



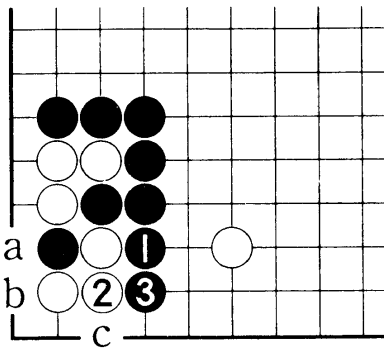
Answer 331: diagonal connection

The diagonal connection of Black 1 is the best way to defend. If Black 1 at 2, White 'a' becomes a forcing move.



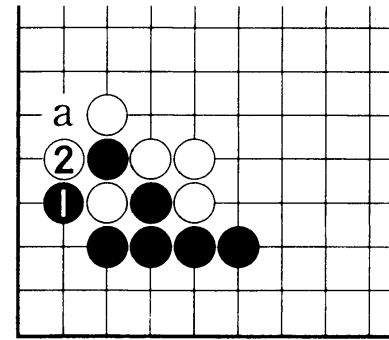
Answer 332: atari

Black ataris with 1 and 3, making good shape. If White 2 at 3, the sequence Black 'a'–White 'b'–Black 'c'–White 'd'–Black 'e'–White 2–Black 'f' follows.



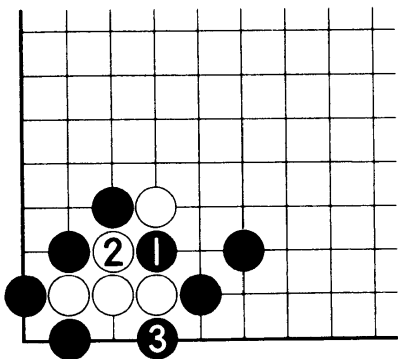
Answer 333: atari

Black makes a thick wall with 1 and 3. Next, Black threatens to kill White with the sequence Black 'a'–White 'b'–Black 'c'.



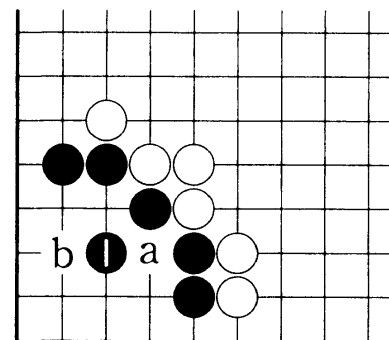
Answer 334: capturing

There is no need to fear White 2, so Black should capture with 1. Black now plays elsewhere, aiming to atari at 'a' later.



Answer 335: wedging in

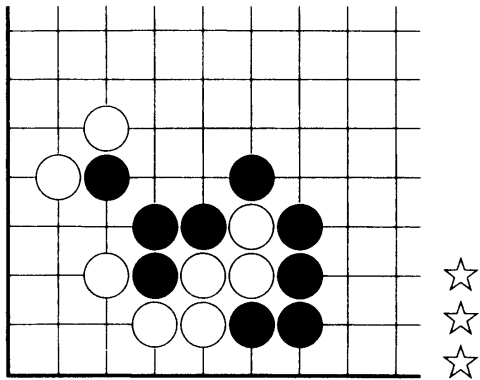
Black wedges in with 1. If White 2, Black ataris with 3 and he can capture White's stones in a ladder.



Answer 336: diagonal connection

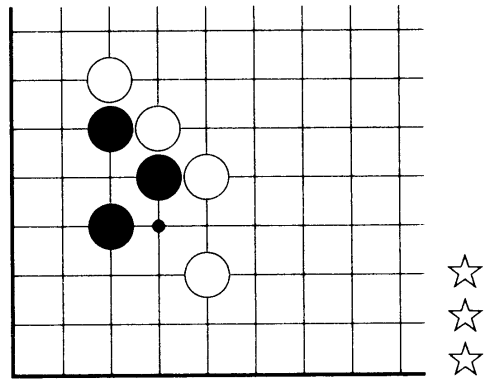
The diagonal connection of 1 gives Black ample eye shape. If Black 1 at 'a', White can aim at the vital point of 'b'.

Problem 337



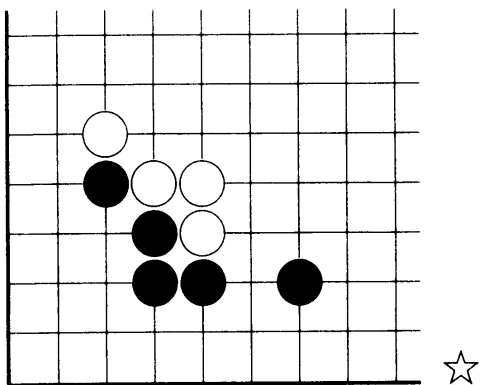
Black to kill the five white stones on the right.

Problem 338



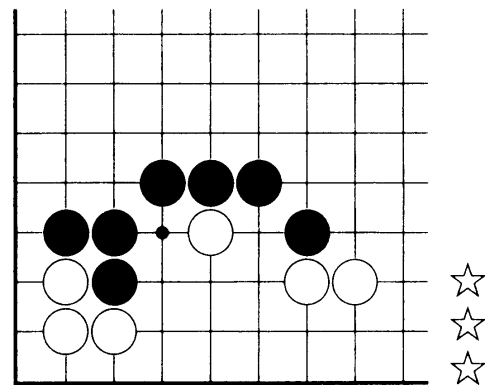
How does Black settle his stones in the corner?

Problem 339



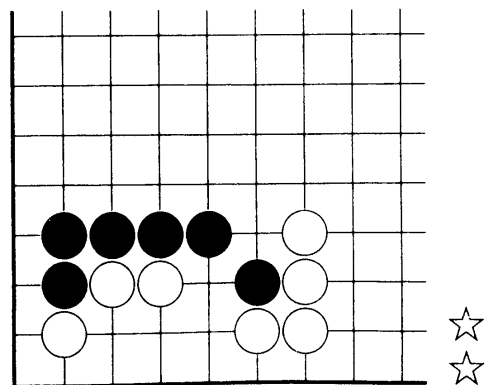
How should Black defend his stones in the corner?

Problem 340



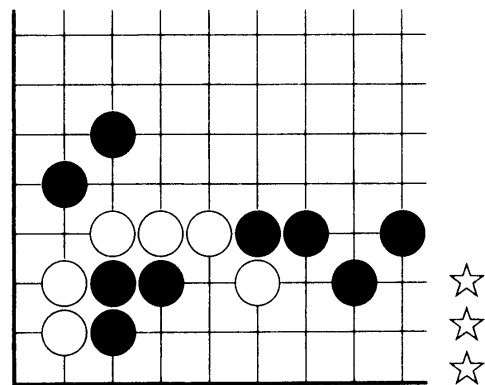
How can Black separate the three white stones on the left from their allies on the right?

Problem 341

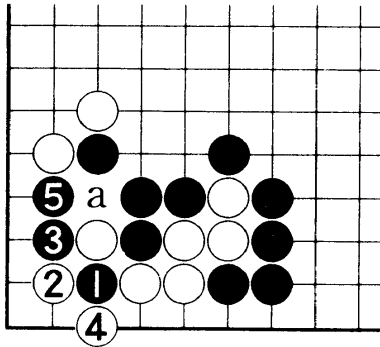


How can Black take the corner away from White?

Problem 342

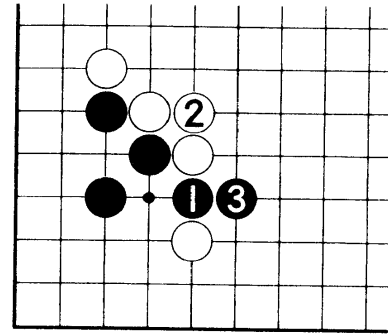


How can Black rescue his three stones in the corner?



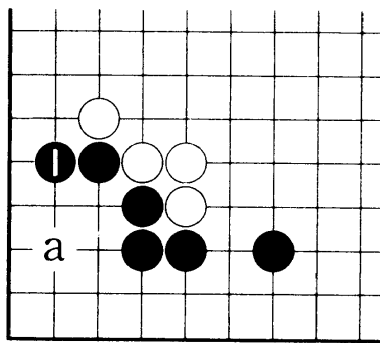
Answer 337: cutting

If Black cuts at 1, he can separate the two white stones on the left side from their allies below with the sequence to 5. If Black 1 at 'a', White links up by playing at 3.



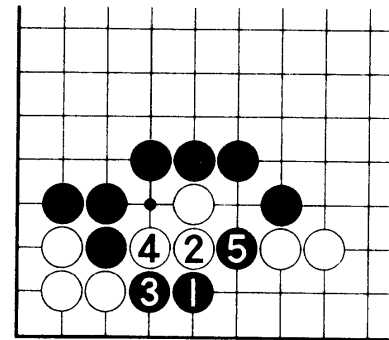
Answer 338: wedging in

When Black wedges in with 1, White must connect at 2. If White 2 at 3, Black will play a double atari at 2. If Black ataris with 1 at 2, White will settle his stones in the corner with an atari to the left of 1.



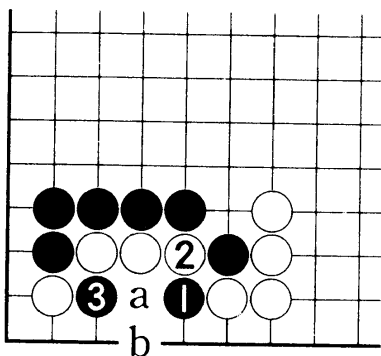
Answer 339: descending

In this position, since Black is strong in the corner, he need not fear White 'a', so he can descend to 1.



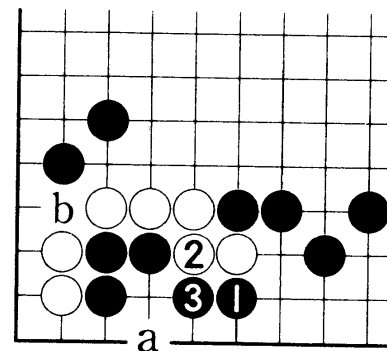
Answer 340: placement

The placement of Black 1 rips White's position apart. If Black 1 at 3, White can link up by attaching at 1.



Answer 341: hane

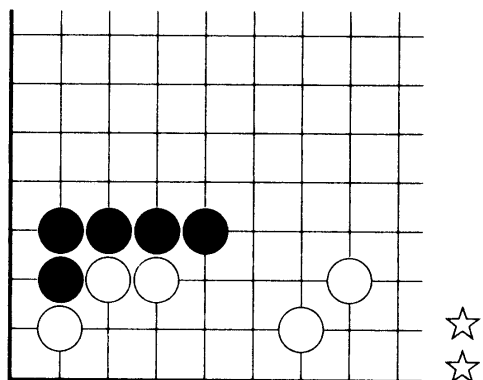
The hane of 1, followed by 3, secures Black the territory in the corner. If White 2 at 'a', Black 'b' stops White from linking up.



Answer 342: attaching

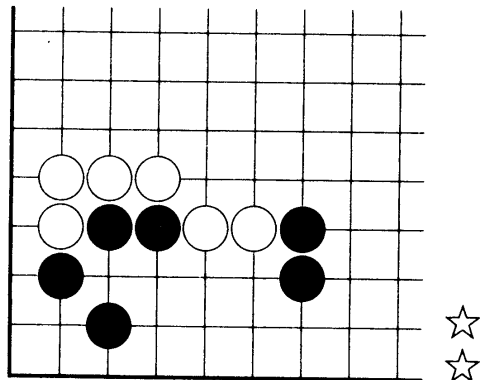
The attachment of Black 1 is a brilliant move. If Black 1 at 2, White descends to 1, followed by Black 3—White 'a'; Black is captured. If Black 1 at 'b', White 2.

Problem 343



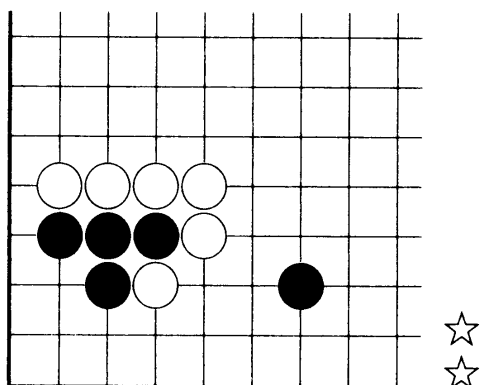
How can Black capture the three white stones in the corner?

Problem 344



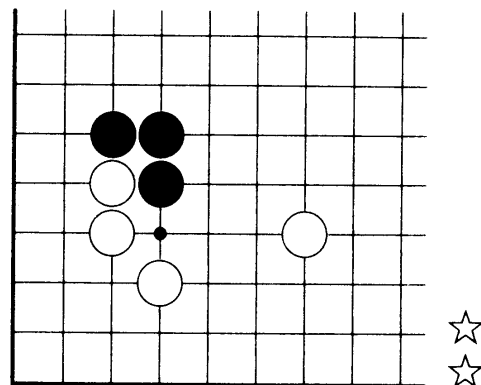
Black to link up his stones in the corner with their allies on the right.

Problem 345



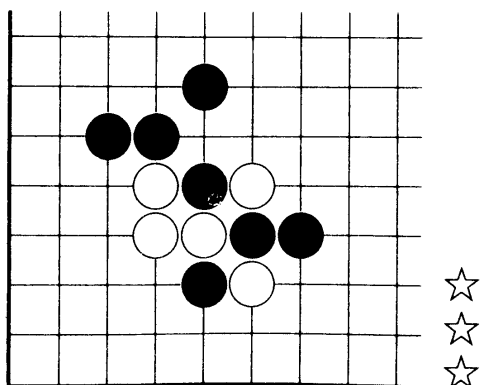
Black to link up his stones in the corner with their allies on the right.

Problem 346



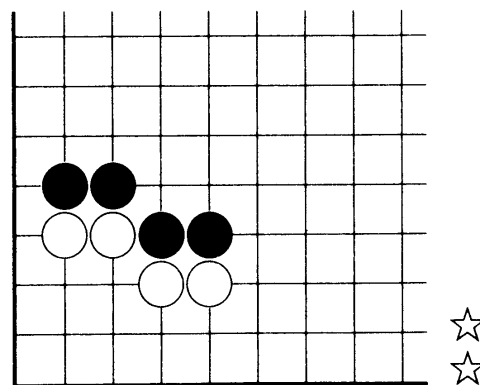
How does Black take advantage of White's thin position at the bottom?

Problem 347

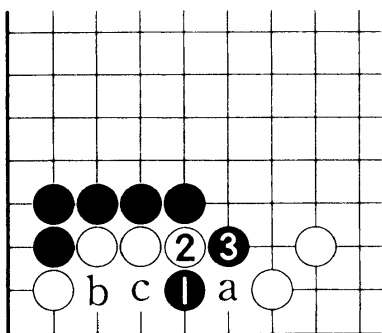


Black to take the territory in the corner.

Problem 348

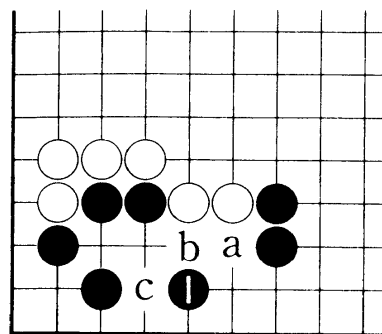


What is the most efficient way for Black to make thickness?



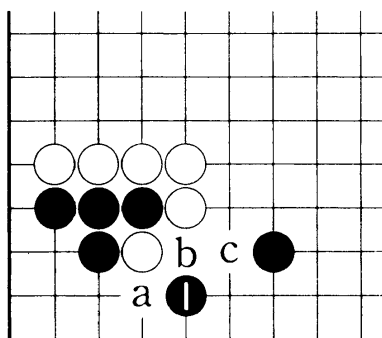
Answer 343: placement

The placement of Black 1 kills the white stones in the corner. Next, if White 'a', Black 'b'. If Black 1 at 2, White plays the sequence White 1–Black 'a'–White 'c'.



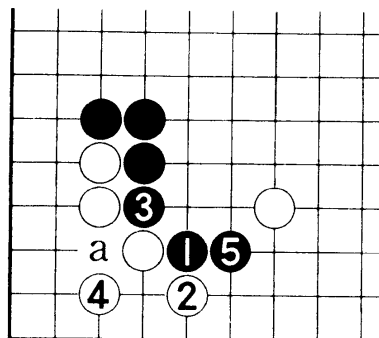
Answer 344: jumping

Jumping to 1 is the best way for Black to link up his stones. If Black 1 at 'a', Black's position is too low after the sequence White 'b'–Black 1–White 'c'.



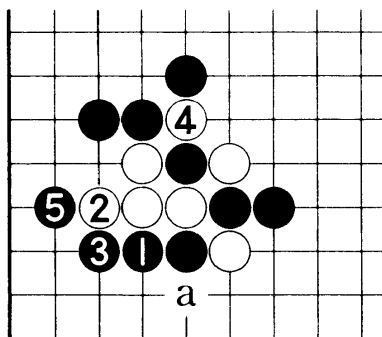
Answer 345: knight's move

The knight's move of Black 1 is the tesuji for Black to link up his stones. If Black 1 at 'a', White can cause problems with the sequence White 1–Black 'b'–White 'c'.



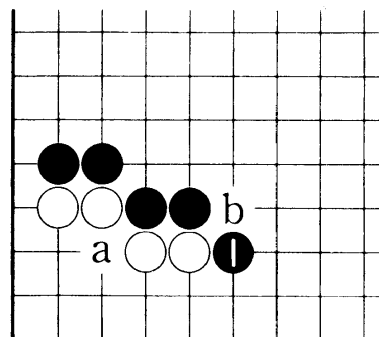
Answer 346: attaching

After attaching with Black 1, the correct order of moves is 3 to 5. If White 4 at 5, Black captures two white stones by playing atari at 'a'.



Answer 347: crawling

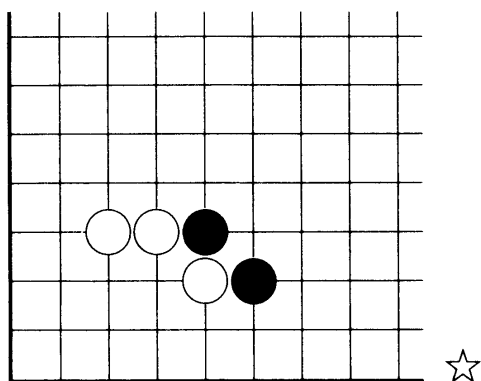
Crawling with 1 and 3 is severe. With 5, Black links up his stones. If Black 1 at 4, White captures a stone with 'a'.



Answer 348: blocking

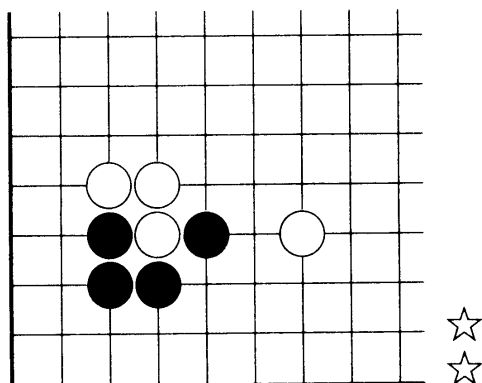
Blocking with Black 1 is a strong move. Since White has a weakness at 'a', he can't cut at 'b'.

Problem 349



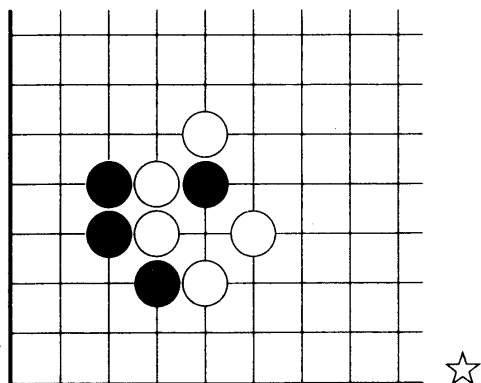
How should Black play in this position?

Problem 351



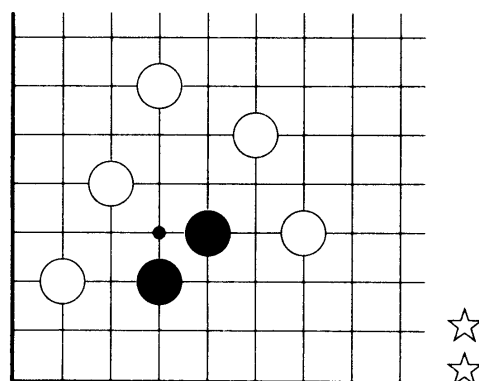
Where is the vital point for Black in this position?

Problem 353



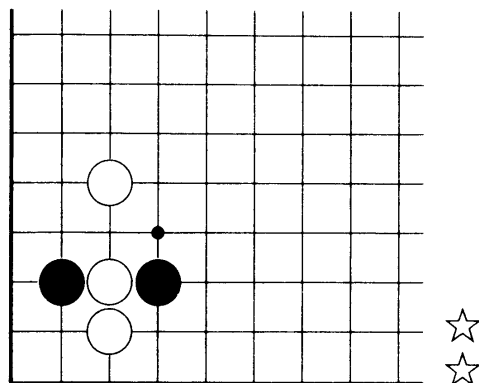
How should Black defend his corner?

Problem 350



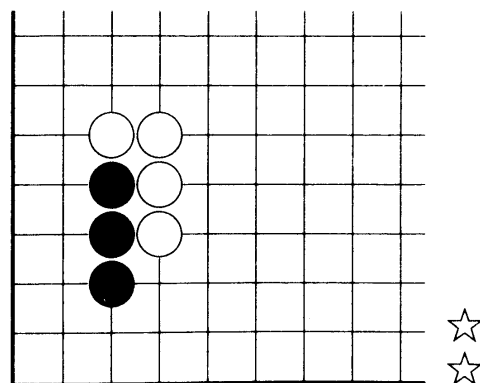
How can Black secure his two stones in the corner?

Problem 352

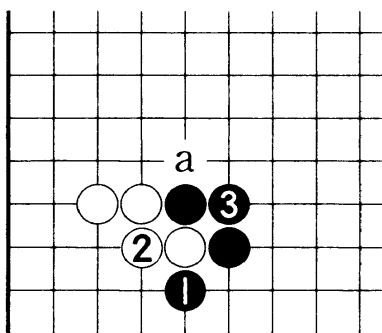


Black seems to be at a disadvantage here, but he has a tesuji which will enable him to settle his stones.

Problem 354

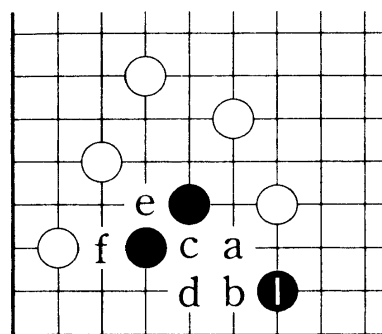


How should Black settle his stones in the corner?



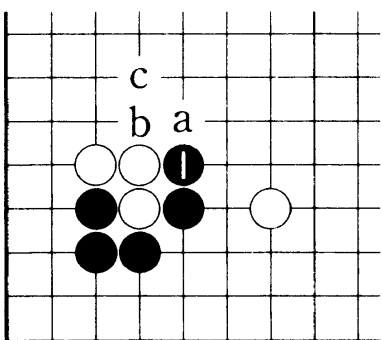
Answer 349: atari

The atari of Black 1 forces White to make bad shape. If Black connects at 3 instead of 1, White takes a large corner with 1. If White 2 at 'a', Black will capture at 2.



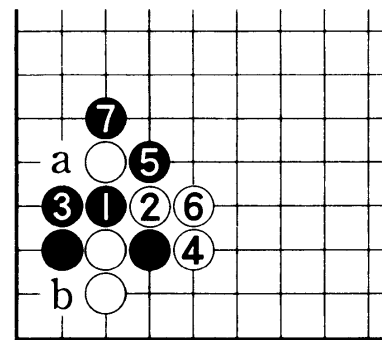
Answer 350: sliding

Black can secure his stones by sliding to 1. Against White 'a' and 'c', Black responds with 'b' and 'd'. If White 'e' next, Black 'f'.



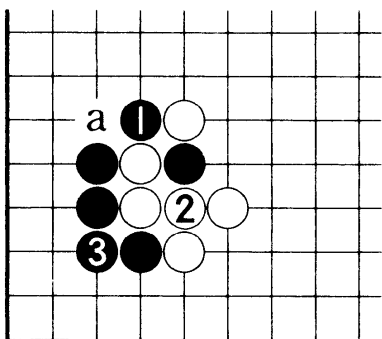
Answer 351: pushing

Pushing with Black 1 keeps White's stones separated. If White 'a' next, Black cuts at 'b'. If White 'c', Black 'a'.



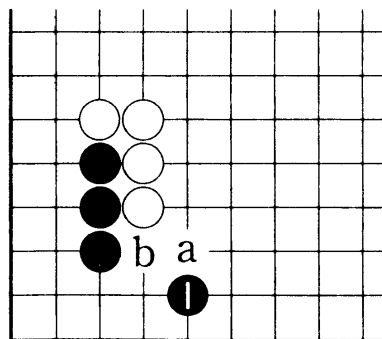
Answer 352: wedging in

Wedging in with Black 1 is the tesuji. If White 2 at 3, Black connects at 2, aiming at 'a' or 'b'.



Answer 353: atari

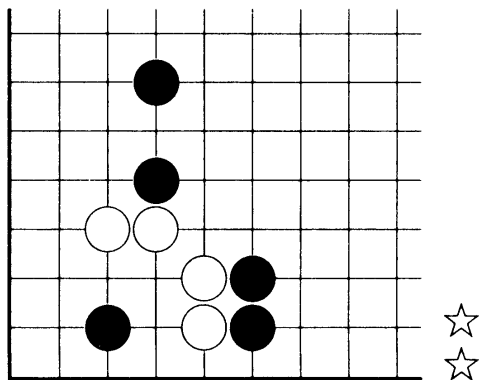
Before connecting at 3, Black must atari at 1. Without Black 1, White 'a' will make good shape.



Answer 354: sliding

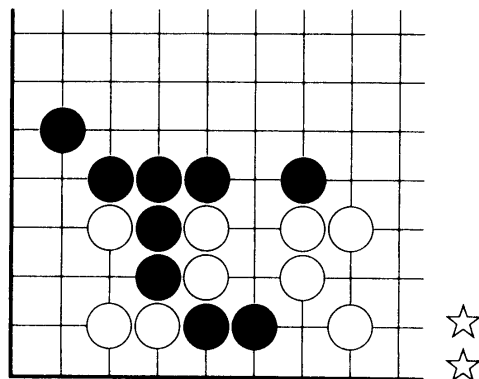
Sliding to Black 1 is the proper move in this position. If Black 'a', White will push through at 'b'. If Black 'b', White blocks at 'a'.

Problem 355



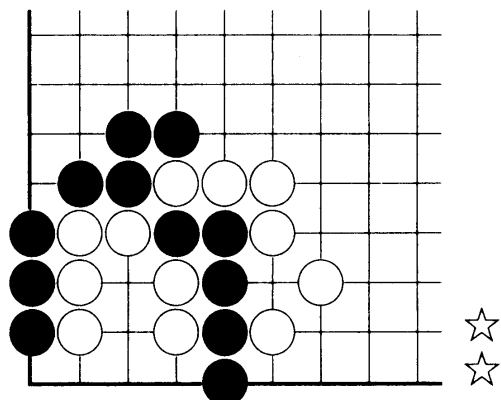
Where is the vital point for Black in this position?

Problem 356



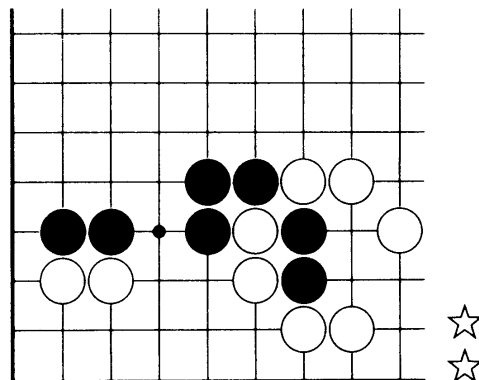
How can Black kill the white stones in the corner?

Problem 357



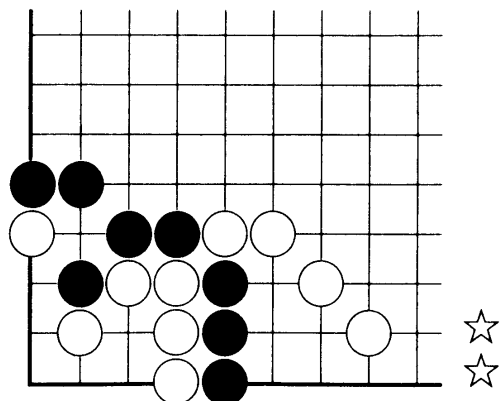
Black to kill the white stones in the corner and rescue his five on the right.

Problem 358



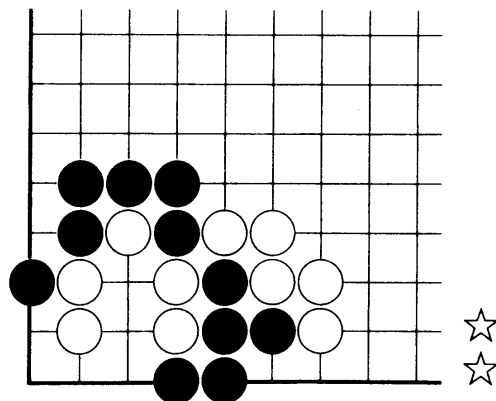
How should Black capture the two white stones in the corner?

Problem 359

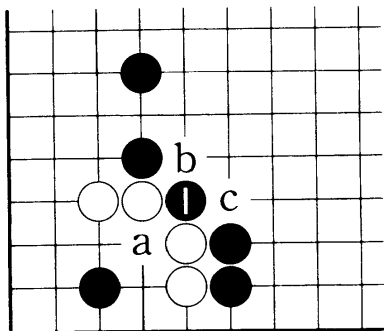


Black to kill the white stones in the corner.

Problem 360

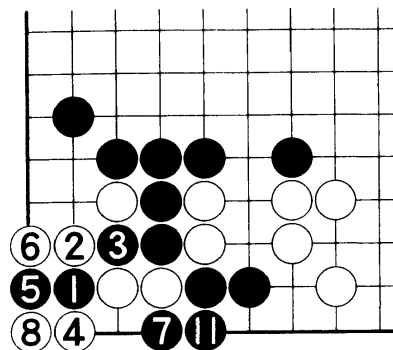


How can Black kill the white stones in the corner?



Answer 355: inserting

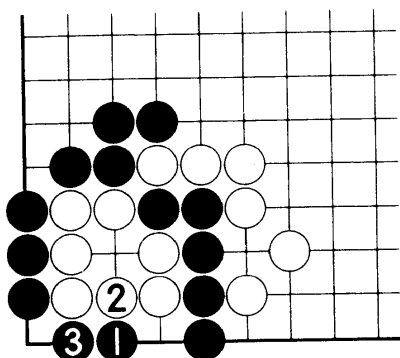
Playing between the two white stones with Black 1 creates a cutting point at 'a'. Black 1 at 'b' or 'c' is not a threat to White.



Answer 356: attaching

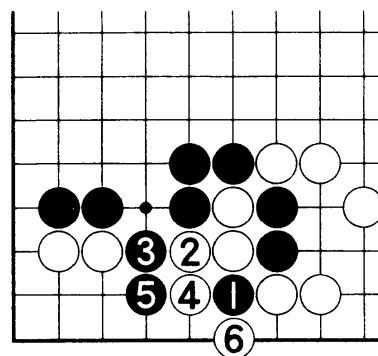
9: throws in at 1; 10: captures at 5

Attaching at Black 1 is a clever tesuji. If White 2, Black continues with the sequence to 5. After 11, White's stones are dead.



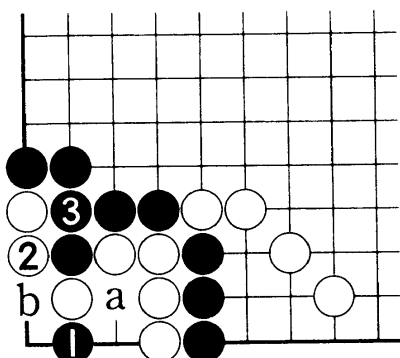
Answer 357: placement

The placement of Black 1 eliminates White's ability to resist. If White 2 at 3, Black 1 at 2 also wins the capturing race.



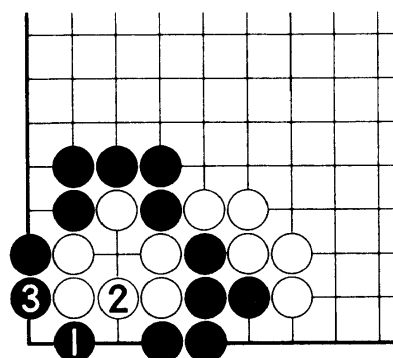
Answer 358: atari

Black ataris with 1, then squeezes with 3 and 5, taking a big profit in the corner. Black could also play 1 at 2, but this would end in gote.



Answer 359: attaching

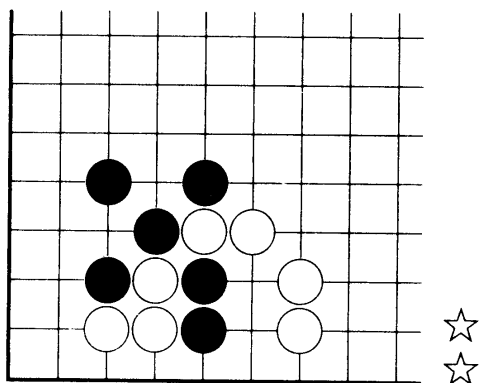
Attaching at Black 1 is the only move. White is now short of liberties. Next, Black will atari at 'a' or 'b'.



Answer 360: attaching

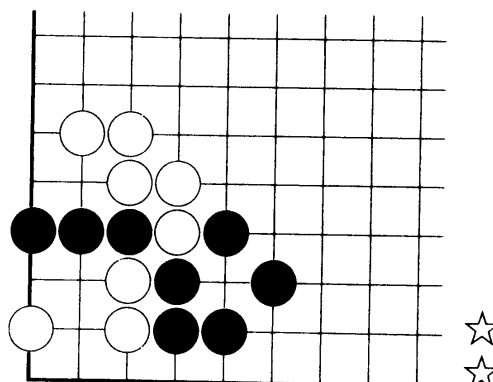
Black first attaches at 1. If White connects at 2, Black 3 seals the fate of the six white stones.

Problem 361



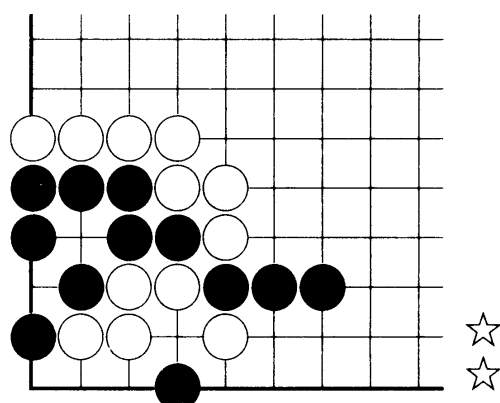
How can Black kill the white stones in the corner?

Problem 362



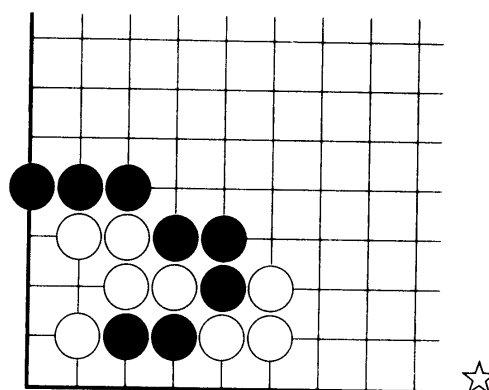
Black to kill the white stones in the corner.

Problem 363



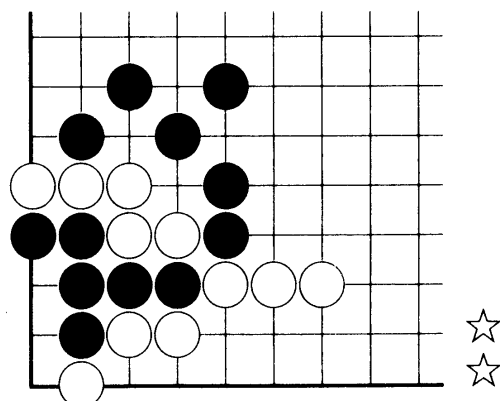
Where must Black play to capture the white stones in the corner?

Problem 364



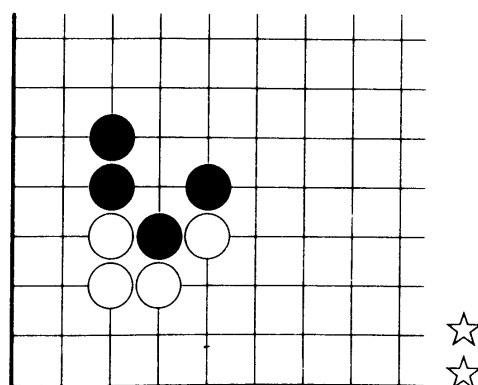
How can Black win this capturing race?

Problem 365

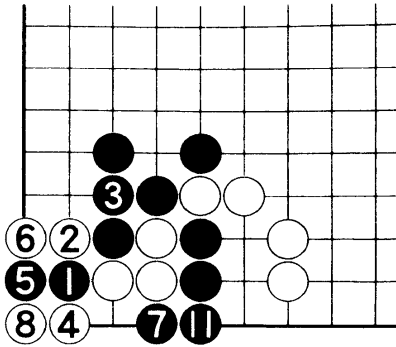


How can Black win this capturing race?

Problem 366



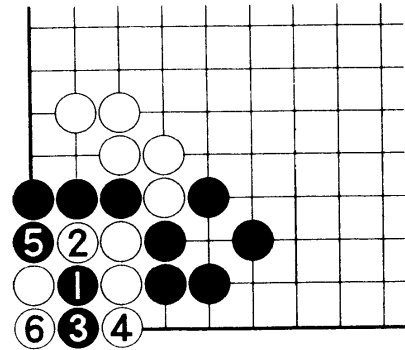
How should Black make good shape for his stones?



Answer 361: *hane*

9: throws in at 1; 10: captures at 5

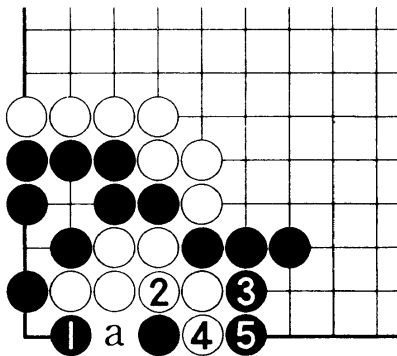
Black hanes at 1 and plays the stone-tower tesuji combination with the sequence to 11. If Black 1 at 2, White will win the capturing race.



Answer 362: *wedging in*

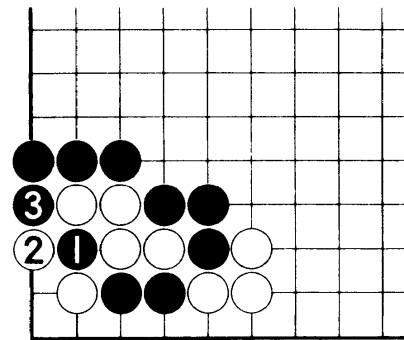
7: throws in at 1

Wedging in at Black 1, followed by the descent of 3, is a clever tesuji. Up to 7, Black wins the capturing race.



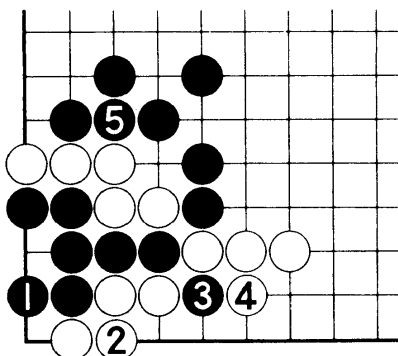
Answer 363: *hane*

The hane of Black 1 makes it hard for White to maneuver in the corner. If Black 1 at 3, White will play at 'a' and the result will be either a ko or a seki.



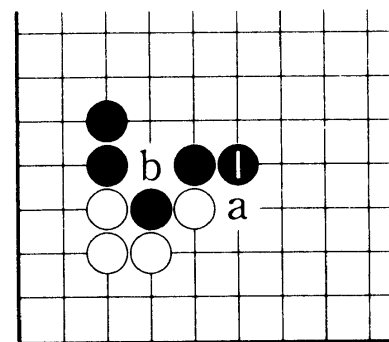
Answer 364: *throwing in*

The throw-in of Black 1 and the atari of 3 are the only tesuji combination that wins the capturing race.



Answer 365: *descending*

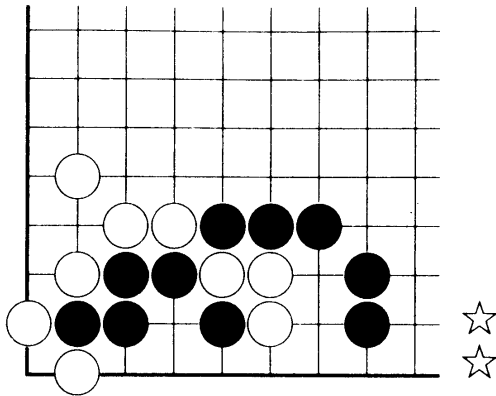
First, Black makes an eye by descending to 1. He then cuts with 3 to make White short of liberties. If Black 1 at 2, White will play at 1 and the result will be decided by a ko.



Answer 366: *extending*

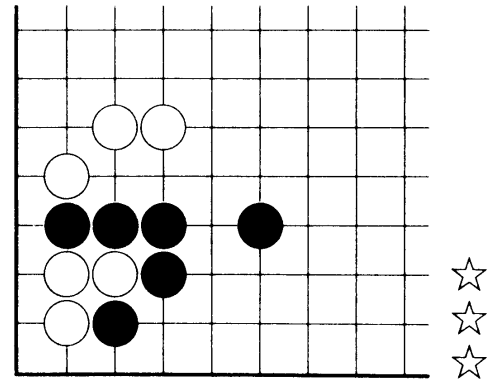
The extension of Black 1 is a thick move. Black 1 at 'b' leaves Black with bad shape, while Black 1 at 'a' is an overplay.

Problem 367



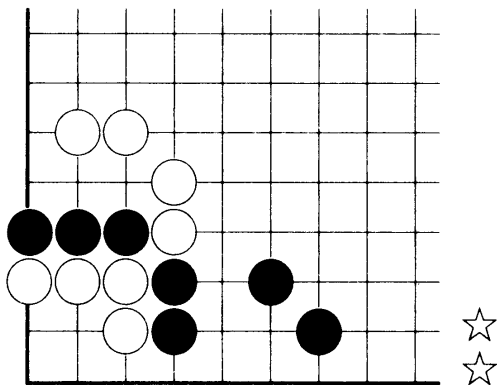
What does Black have to do to win this capturing race?

Problem 368



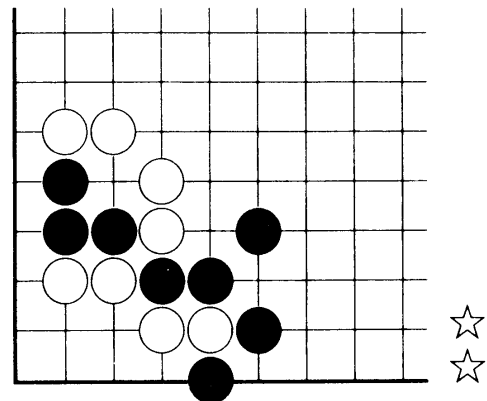
How can Black kill the three white stones in the corner?

Problem 369



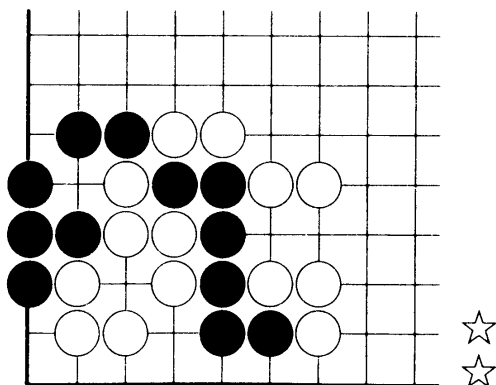
Black to capture the four white stones in the corner.

Problem 370



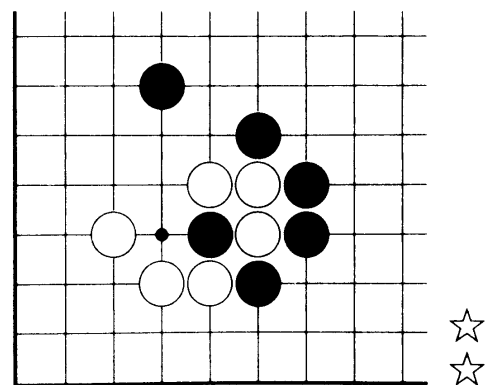
Black to rescue his three stones on the left side.

Problem 371

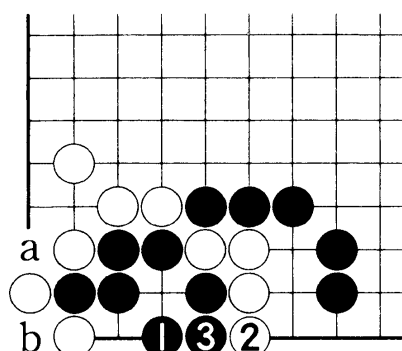


Where is the vital point for killing the white stones in the corner?

Problem 372

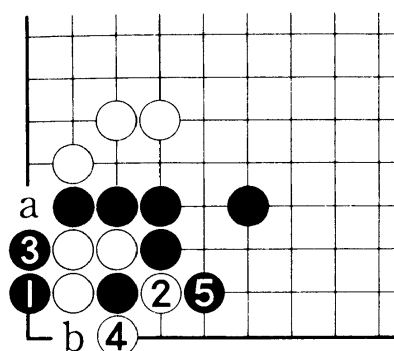


How can Black make good shape in this position?



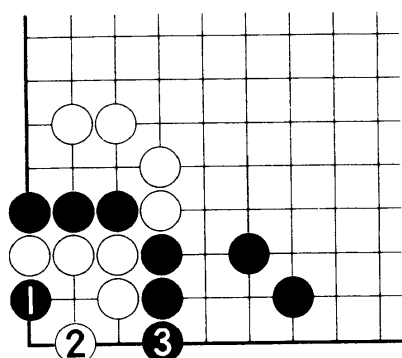
Answer 367: making an eye

Black wins the capturing race by making an eye at 1. White has to play at 'a' and 'b' before he can atari Black.



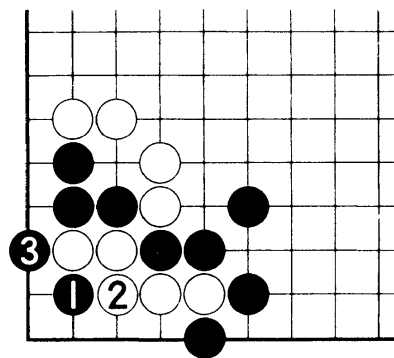
Answer 368: attaching

Black 1 stops White from making an eye in the corner. If White 2 at 'a', Black ataris at 'b'.



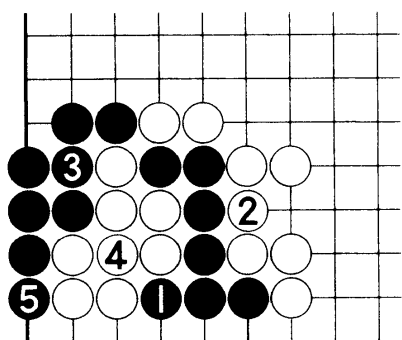
Answer 369: attaching

Attaching with Black 1 leaves White short of liberties. If White 2, Black descends to 3 and White's stones die.



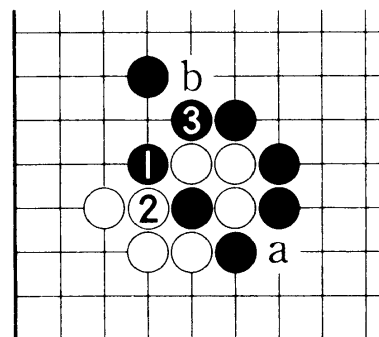
Answer 370: attaching

Attaching at Black 1 takes away a liberty of the two crucial white stones. After Black 3, White has only two liberties to Black's three.



Answer 371: inserting

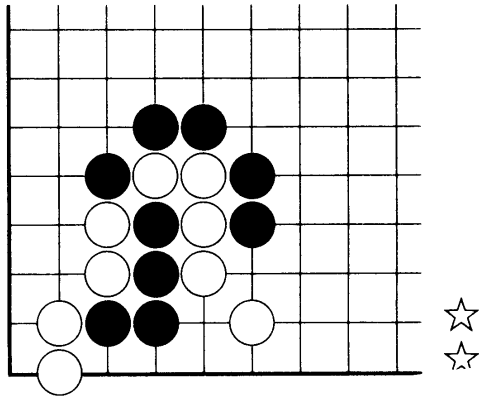
Inserting between the two white stones with 1 gives White a false eye. Black can now win the capturing race by one move.



Answer 372: atari

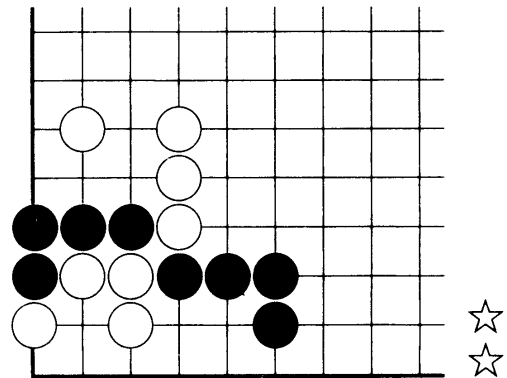
Before defending the weak point at 'a', Black should squeeze with the ataris of 1 and 3. If White 2 at 3, Black ataris with 'b'.

Problem 373



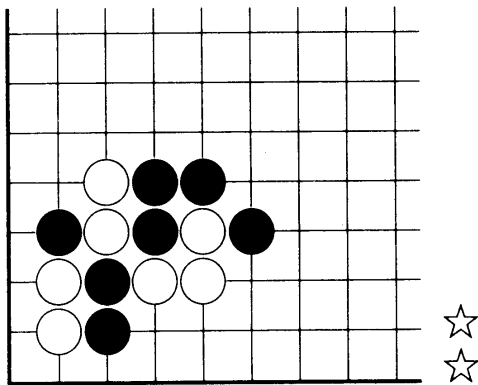
Black can't win this capturing race.
What should he do instead?

Problem 374



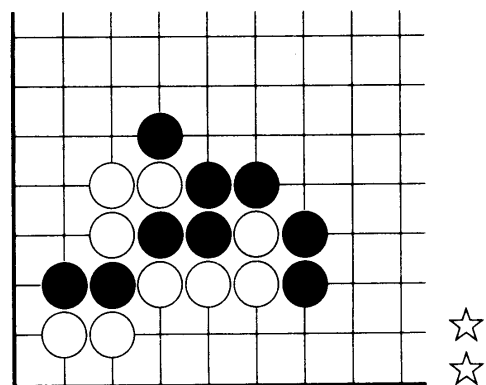
Black to kill the white stones in the corner.

Problem 375



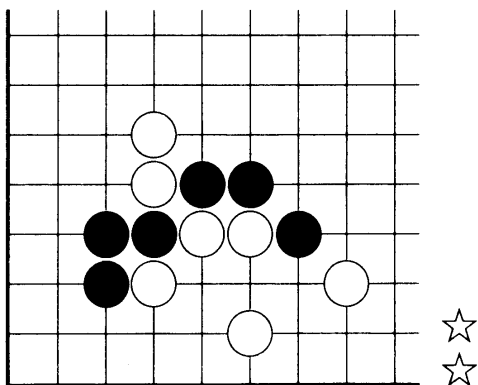
Black to confine White to the corner.

Problem 376



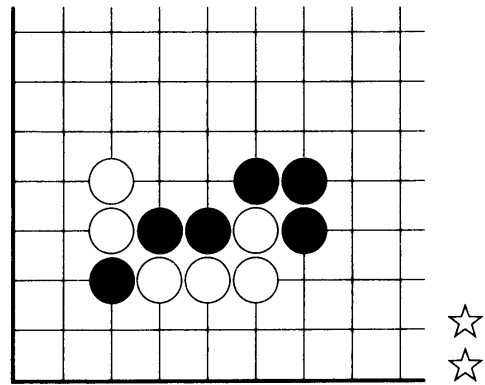
Black to confine White to the corner.

Problem 377

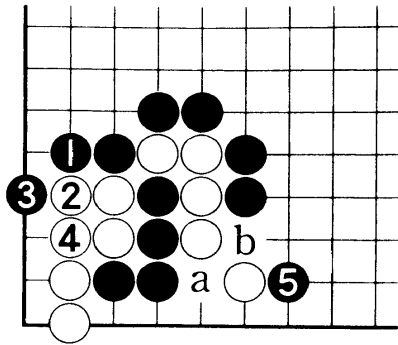


How can Black live in the corner in sente?

Problem 378

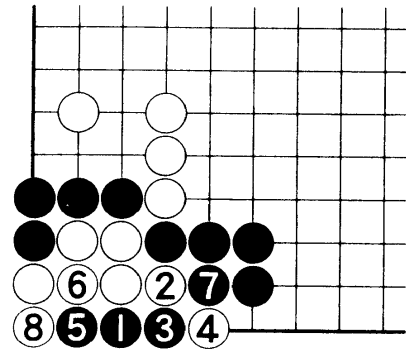


Where must Black play to make good shape for his stones on the outside?



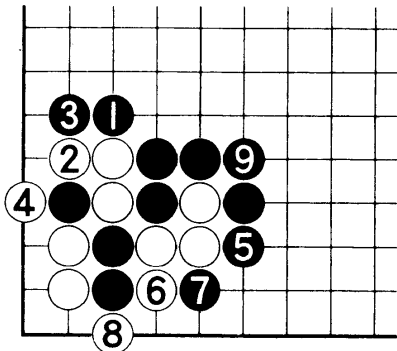
Answer 373: descending

Black should settle the outside by descending with 1, forcing with 3, and finally attaching with 5. If White 'a', Black completes his thickness with 'b'.



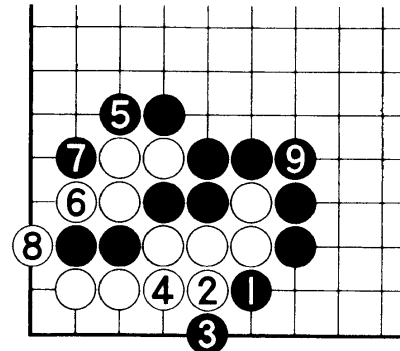
*Answer 374: attaching
9: at 1*

By attaching at 1, Black not only robs White of an eye, but a liberty as well. With Black 9, White is dead.



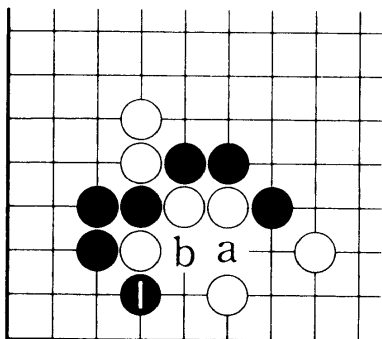
Answer 375: atari

Black first ataris on the left with 1 and 3, then squeezes with 5 and 7 on the right. With 9, Black is thick on the outside, while White is confined to the corner.



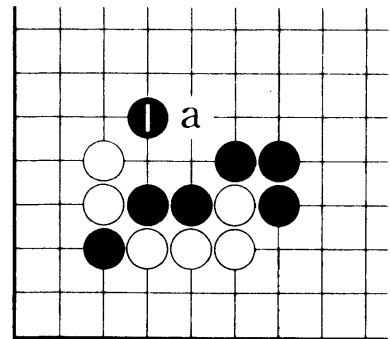
Answer 376: hane

This is similar to *Problem 375*. Black first forces with 1 and 3, then forces White to capture two stones with 5 and 7. Again Black makes outside thickness with 9.



Answer 377: atari

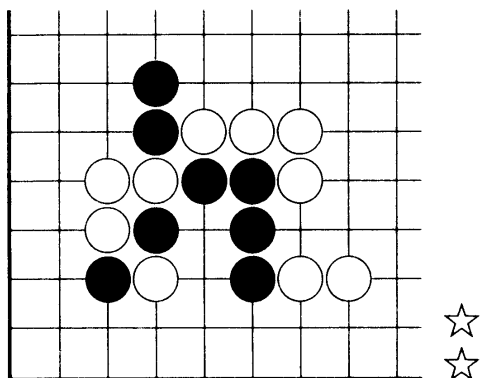
Black must play the atari of 1 to live in the corner in sente. If Black 1 at 'a', Black loses sente. If Black 'b', White will be happy to connect at 'a'.



Answer 378: jumping

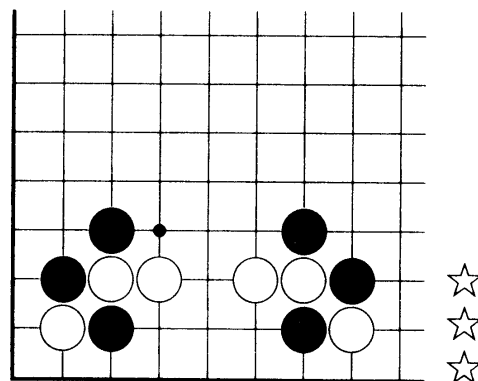
Black makes a basic good shape by jumping to 1. If Black 1 at 'a', White will play a forcing move at 1 and Black will end with bad shape.

Problem 379



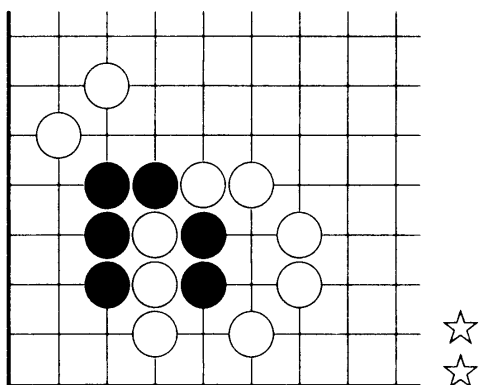
How can Black live in the corner?

Problem 380



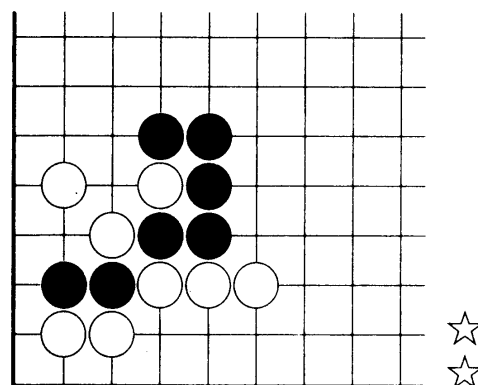
How should Black play in this position?

Problem 381



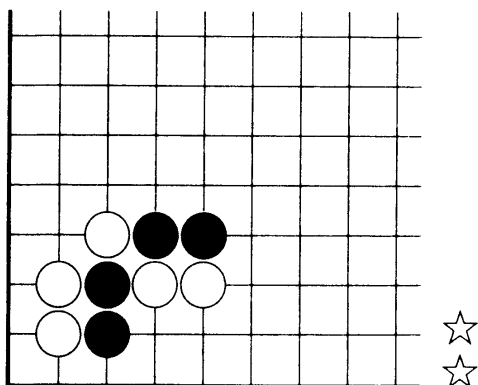
How can Black live in the corner?

Problem 382



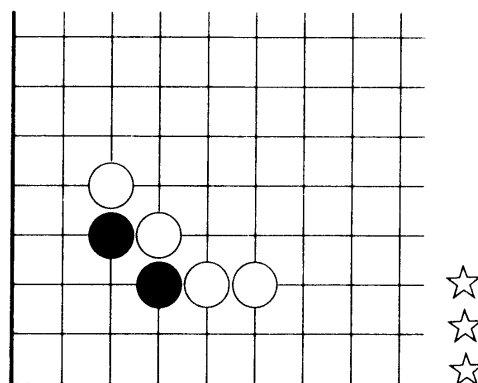
What should Black do in this position?

Problem 383

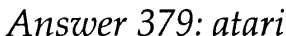


What should Black do in this position?

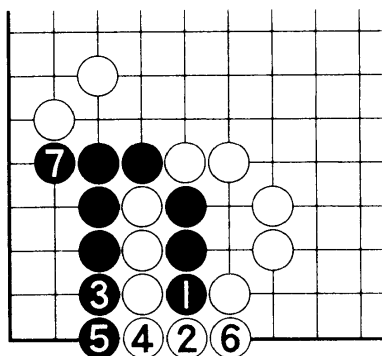
Problem 384



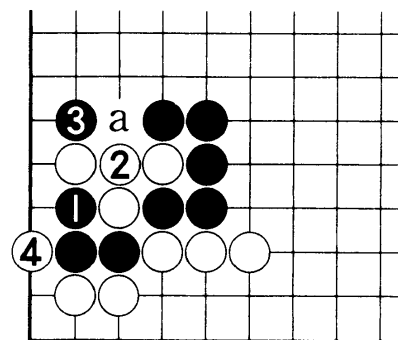
How should Black settle his stones in the corner?



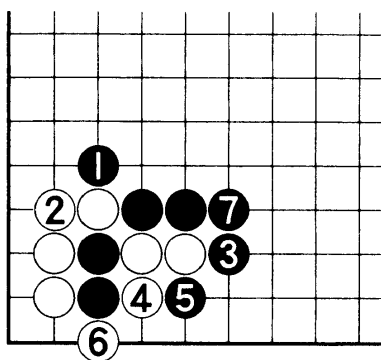
Playing in the middle of this symmetrical position with Black 1 is a sharp move. White 2 is one possible response. Up to 11, White's stones have been split apart.



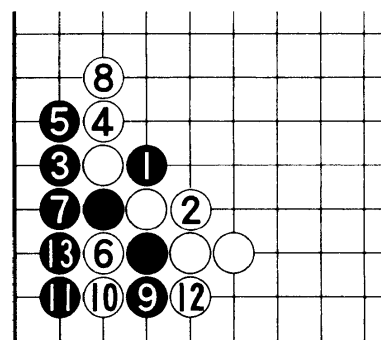
Black should push through with 1. After this, Black 3 and 5 become forcing moves. With 7, Black secures eye space for his stones.



Black should atari with 1. After White 2, Black 3 and 'a' become forcing moves, giving Black thickness facing up the left side.

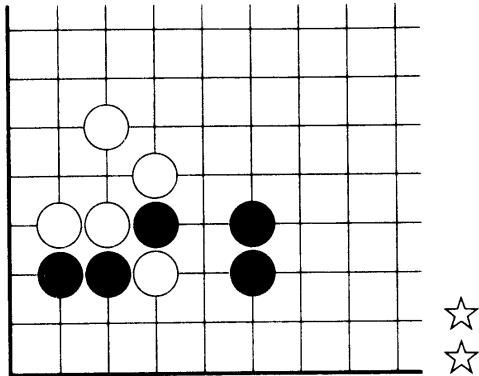


Black ataris with 1, utilizing his two stones in the corner to force White to connect at 2. If he plays 3 and 5 first, after White captures with 6, Black 1 will no longer be a forcing move.



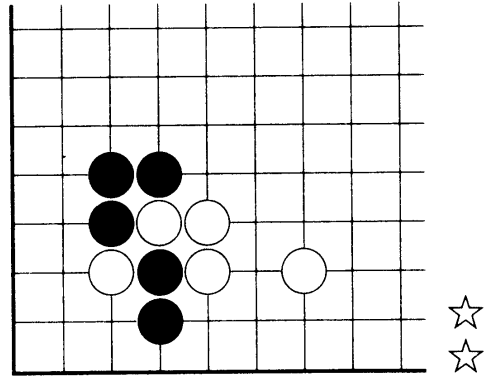
Black 1 forces White's stones into bad shape. Black next plays the forcing moves to 13.

Problem 385



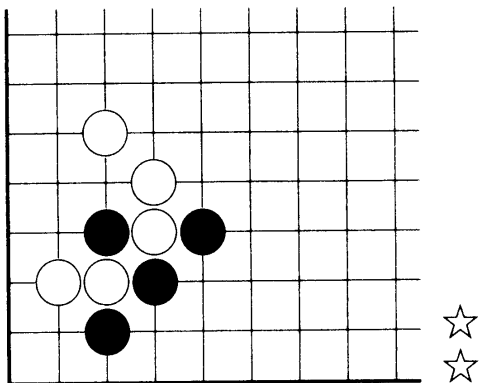
Black to link up his stones on the left with their allies on the right.

Problem 386



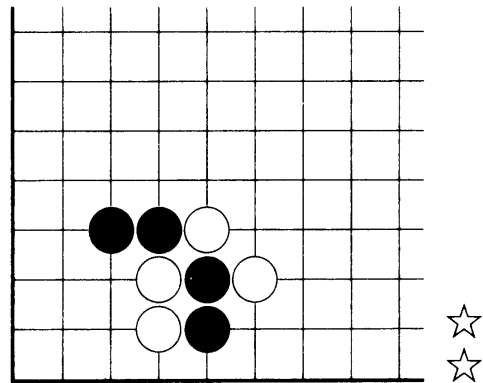
How should Black capture the white stone in the corner?

Problem 387



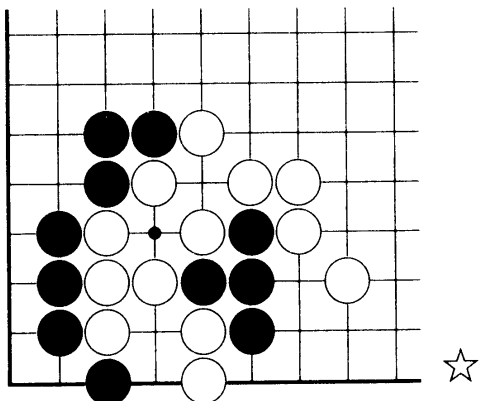
How should Black settle his stones?

Problem 388



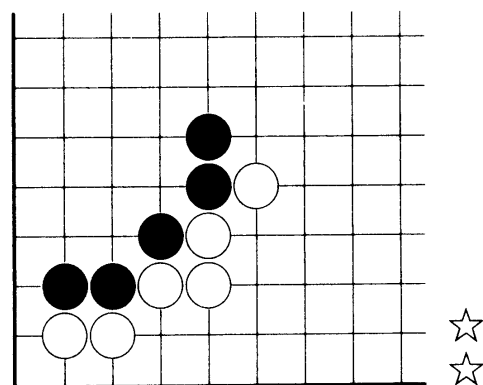
How should Black play in this position?

Problem 389



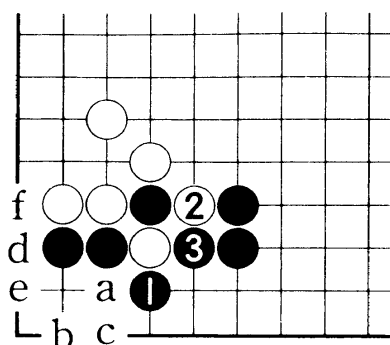
Black to rescue his four stones on the right.

Problem 390



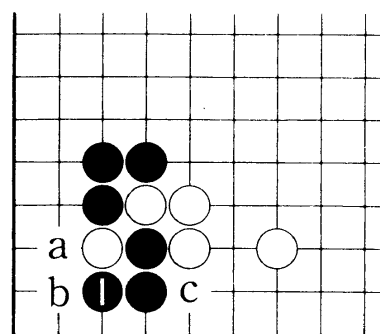
How should Black settle his stones?

Tesuji Problems



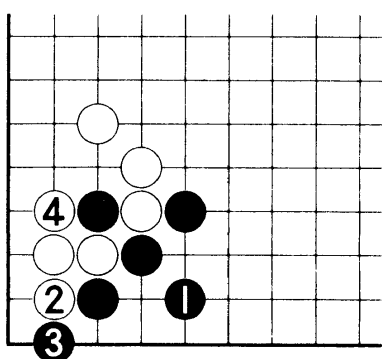
Answer 385: atari

Black links up with the ataris of 1 and 3. If Black 1 at 2, White will play 1, and Black's stones die in the sequence from Black 'a' to White 'f'



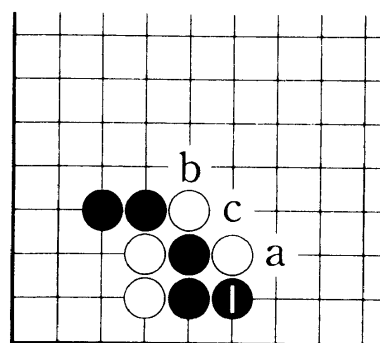
Answer 386: turning

Turning with Black 1 is the most profitable way to capture the white stone. If White 'a', then Black 'b'. If Black 1 at 'a', White 'c' becomes sente.



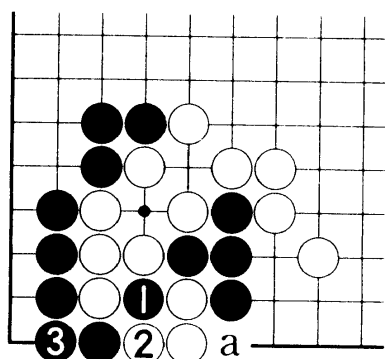
Answer 387: diagonal connection

The diagonal connection of Black 1 is a flexible move. After White 4, Black has made good eye shape.



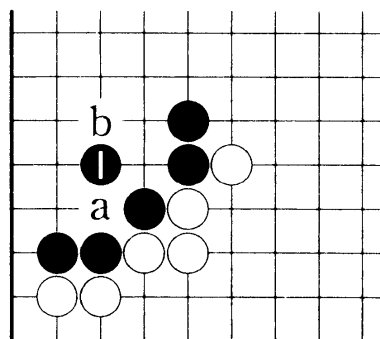
Answer 388: turning

Black should simply turn at 1. If White 'a', Black ataris at 'b', forcing White to make bade shape. Next, Black captures the two stones in the corner. Playing Black 1 at 'b' or 'c' is a crude move.



Answer 389: throwing in

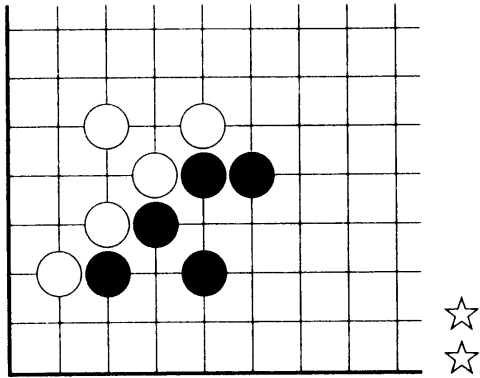
Throwing in with Black 1 is a good move. Black then connects at 3 and White is short of liberties. If Black 1 at 'a', White will connect at 1.



Answer 390: diagonal connection

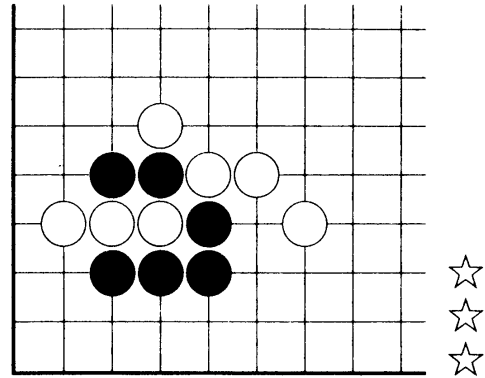
The diagonal connection of Black 1 is a safe move. If Black 1 at 'a', the peep of White 'b' is left behind, so Black's stones are thin.

Problem 391



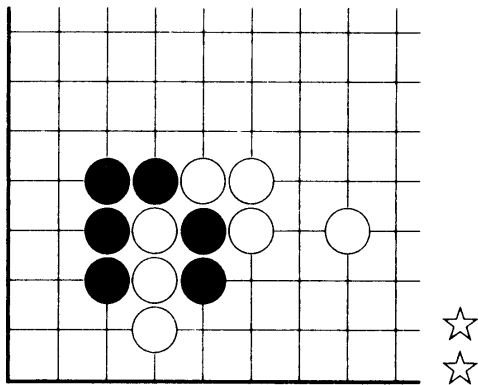
Where is Black's strongest move in this position?

Problem 392



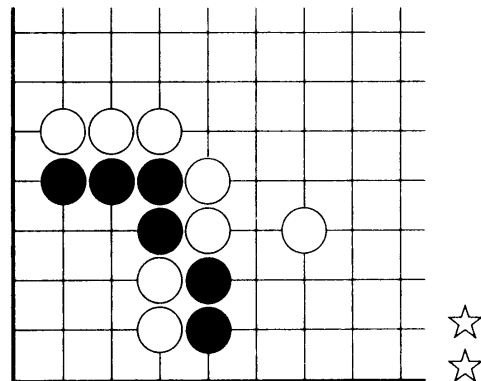
What is the best way for Black to capture the three white stones?

Problem 393



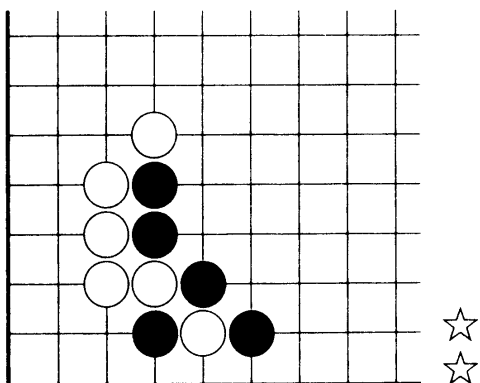
How should Black play in this position?

Problem 394



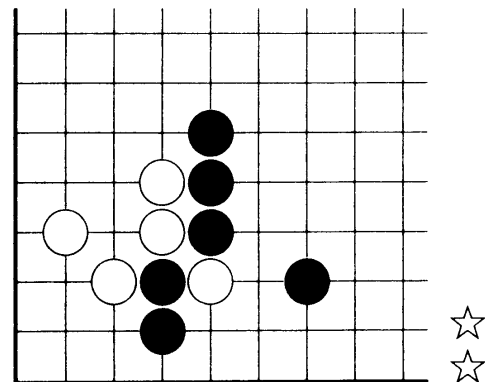
Black to capture the two white stones at the bottom.

Problem 395

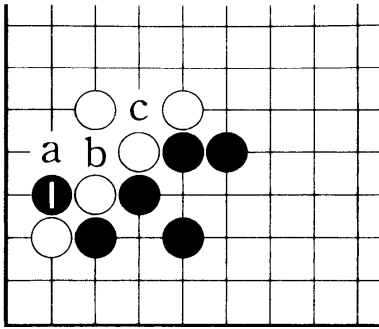


How should Black play in this position?

Problem 396

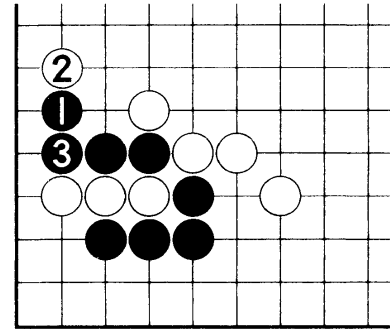


How should Black play in this position?



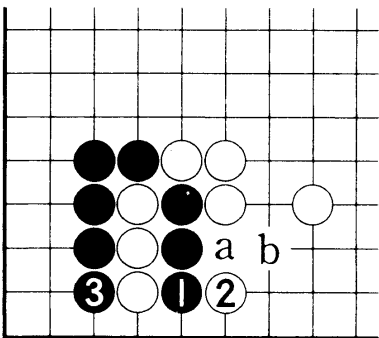
Answer 391: cutting

Black should cut with the atari of 1. Black welcomes the ko of White 'a': he would then capture at 'b' and next aim to capture at 'c'.



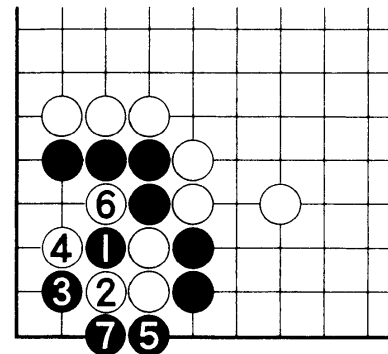
Answer 392: diagonal move

The diagonal move of Black 1 is better than playing at 3. White would then attach at 1 and squeeze Black in sente.



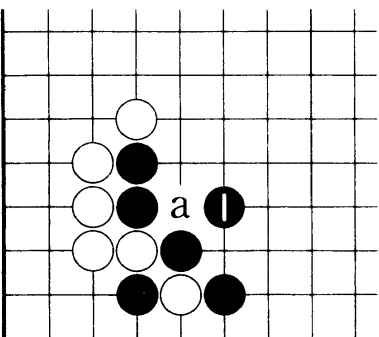
Answer 393: blocking

In this shape, blocking with 1 is the correct move. If Black 1 at 2, White will play the sequence White 1-Black 'a'-White 'b'.



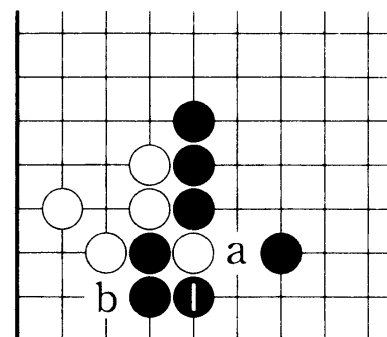
Answer 394: hane

Black can kill the white stones with the hanes of 1 and 3. After White 4, Black will play 5 and 7, capturing the white stones in the corner.



Answer 395: diagonal move

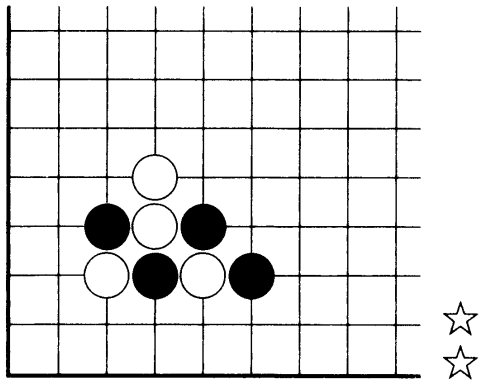
The diagonal move of Black 1 is a joseki move. If Black plays 1 at 'a', he ends with bad shape.



Answer 396: turning

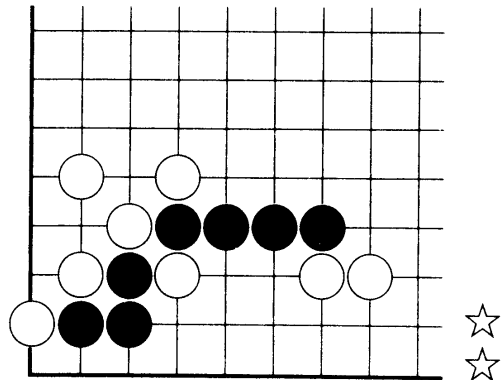
Black should turn with 1, driving the white stone toward his stone on the right. If Black 1 at 'a', White 'b' becomes sente.

Problem 397



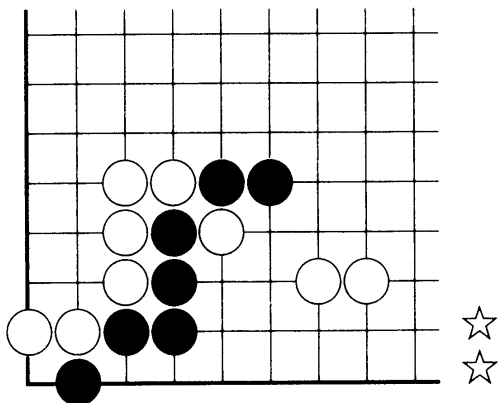
How does Black make good shape?

Problem 398



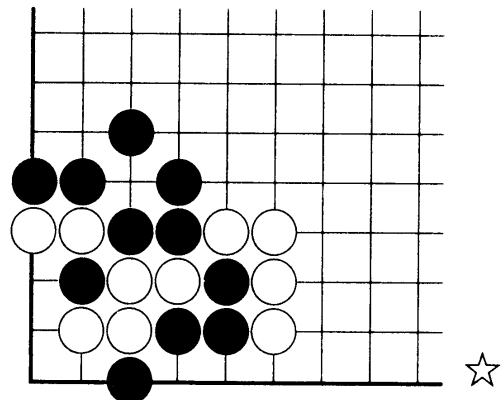
How does Black make good shape?

Problem 399



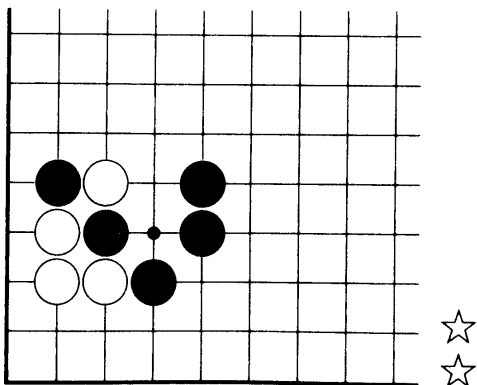
How does Black make good shape?

Problem 400



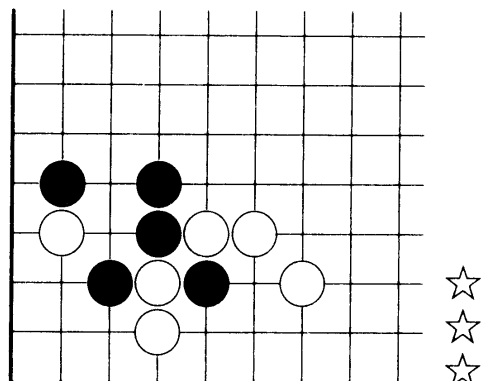
Black to capture the white stones in the corner.

Problem 401

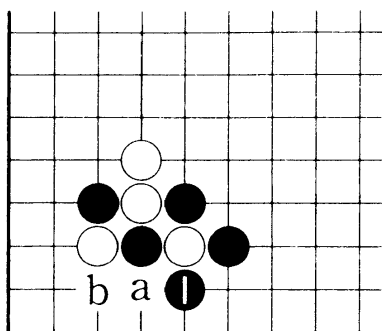


White has just played an atari.
How should Black respond?

Problem 402

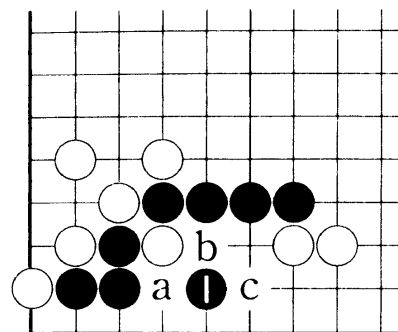


How should Black settle his stones in the corner?



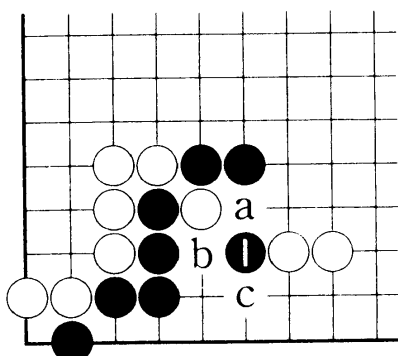
Answer 397: capturing

Black should capture with 1. If Black 1 at 'a', White 'b' becomes sente.



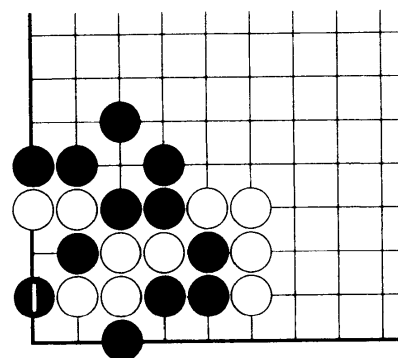
Answer 398: casting a net

Black casts a net with 1. If Black 1 at 'a' or 'b', White 'c' becomes a forcing move. With 1, Black can easily live.



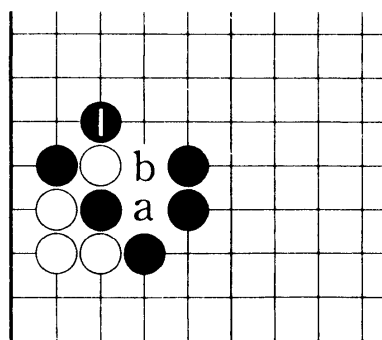
Answer 399: casting a net

Capturing a stone with the net move of Black 1 makes eye shape. If Black plays at 'a', he is left without eye shape after the sequence White 1–Black 'b'–White 'c'.



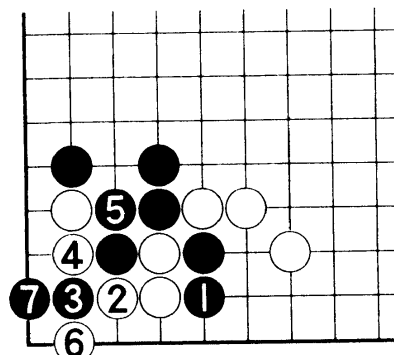
Answer 400: hane

The hane of Black 1 is an efficient move that attacks all the white stones in the corner at the same time. White is lost.



Answer 401: atari

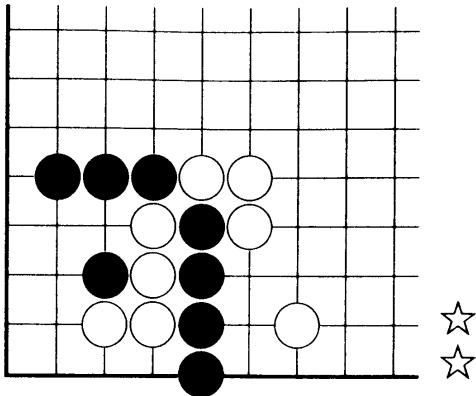
The atari of Black 1 invites White to capture a stone at 'a'. Black would then play at 'b' to make good shape. Black 1 at 'a' would make bad shape.



Answer 402: blocking

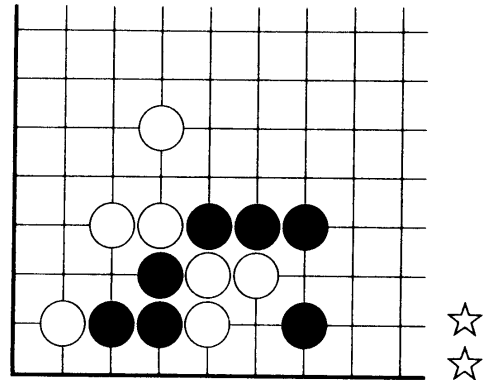
Black should block at 1. After the sequence to Black 7, White is short of liberties, so he has no move against the black stones.

Problem 403



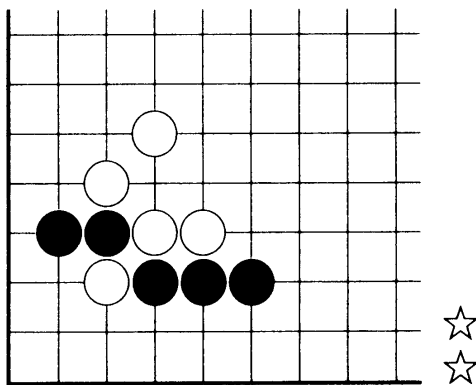
Black to capture the white stones in the corner.

Problem 404



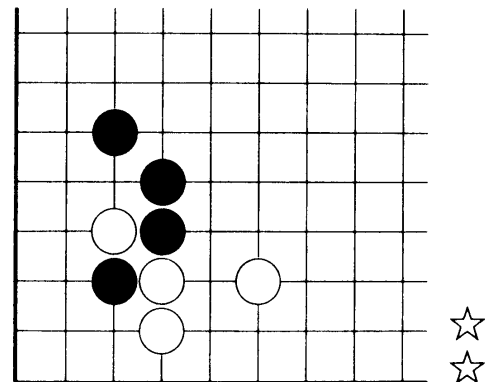
How should Black save his stones in the corner?

Problem 405



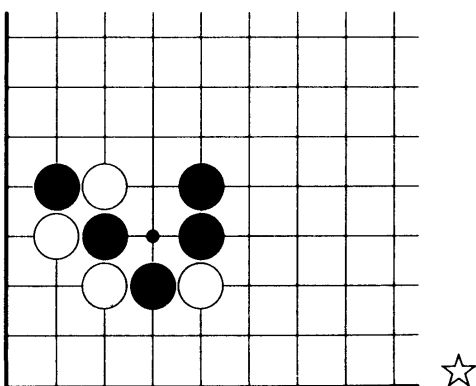
Where should Black play in this position?

Problem 406



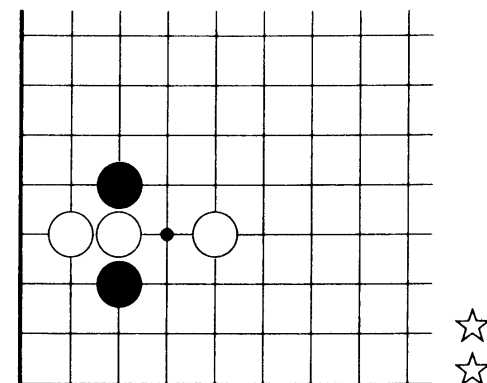
How should Black settle his stones?

Problem 407

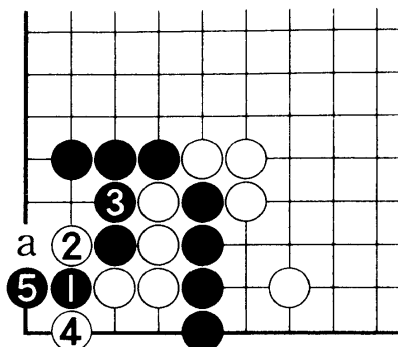


White has just put a black stone into atari. How should Black respond?

Problem 408

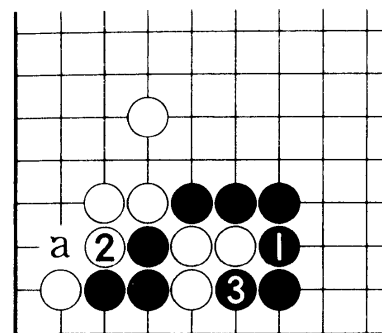


What should Black do in this position?



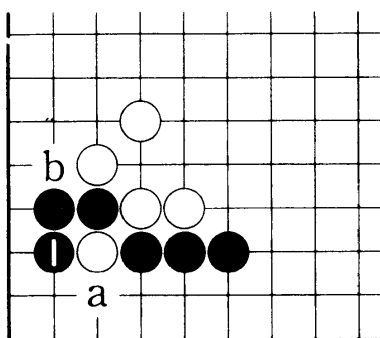
Answer 403: hane

The hane of Black 1 is an unpromising move. If White plays 'a' after 5, Black can play elsewhere and still capture the white stones.



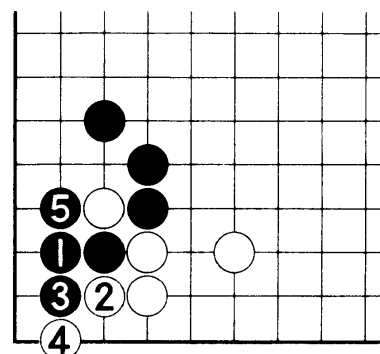
Answer 404: connecting

Black wins the capturing race by connecting at 1. Black shouldn't try anything fancy, such as Black 'a': White would play 2 and Black would lose.



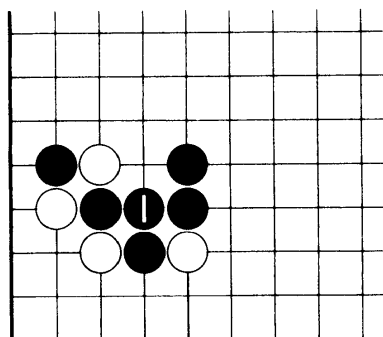
Answer 405: turning

Black should capture the white stone by turning at 1. If Black 1 at 'a', White 'b' becomes sente.



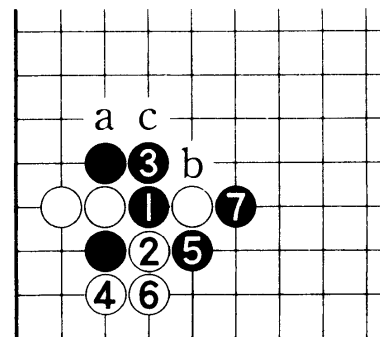
Answer 406: descending

Descending to Black 1 is the correct move. Black 1 at 2 is too greedy. White answers with 5 and Black would lose the capturing race.



Answer 407: connecting

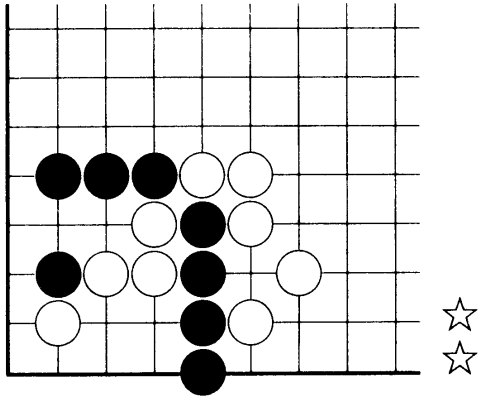
Black 1 may be bad shape, but here it is a strong move. White's four stones are torn apart and left without any cohesion.



Answer 408: wedging in

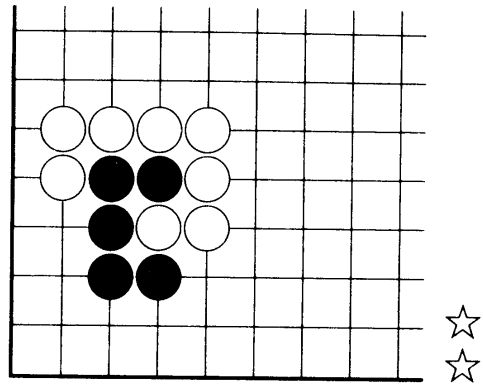
Black wedges in with 1 and gets thickness up to 7. If White 2 at 3, Black plays the sequence Black 2–White 'a'–Black 'b'–White 'c'–Black 7.

Problem 409



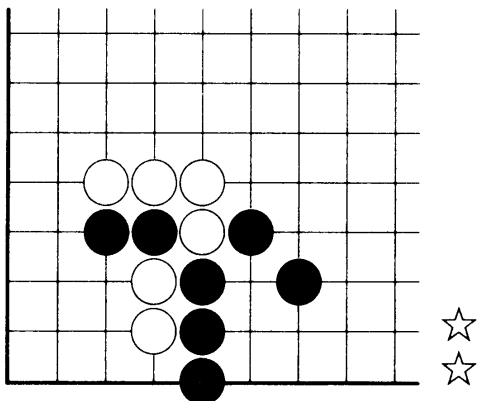
How can Black capture the white stones in the corner?

Problem 410



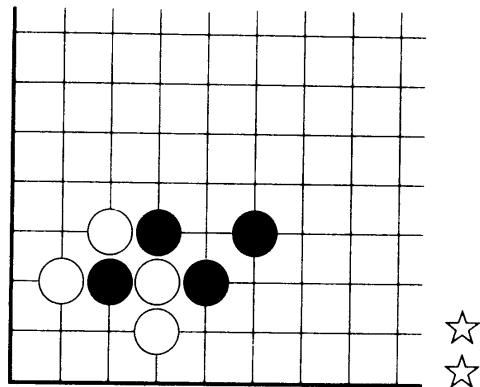
How should Black settle his stones in the corner?

Problem 411



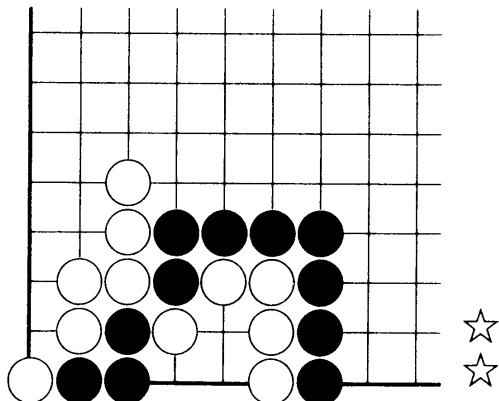
How should Black secure the corner?

Problem 412



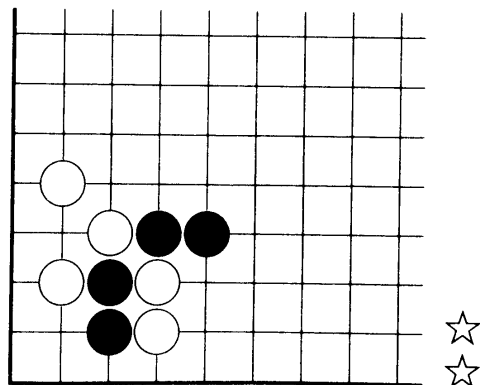
How should Black play in this position?

Problem 413

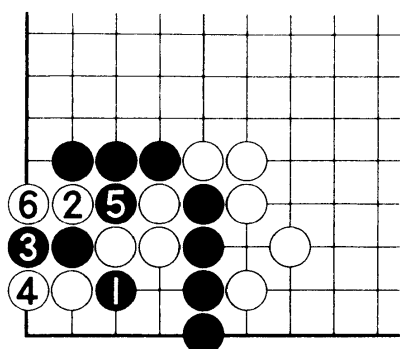


What is Black's best move in this position?

Problem 414

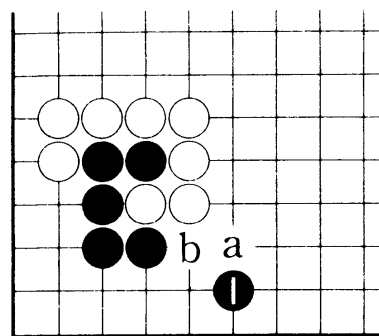


How should Black play in this position?



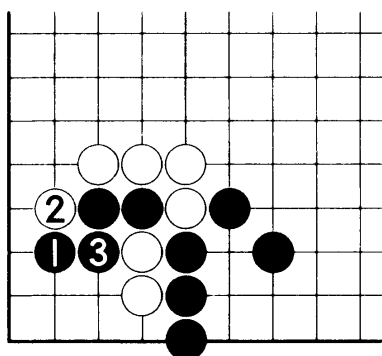
*Answer 409: cutting
7: throws in (right of 3)*

The cut of Black 1 and the descent of 3 are the tesuji combination to decrease White's liberties.



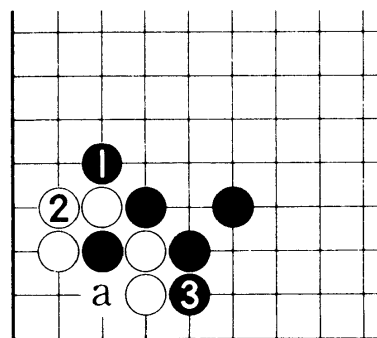
Answer 410: knight's move

Sliding to 1 with the knight's move gives Black good shape. If Black 'a', White pushes through with 'b'; if Black 'b', White blocks at 'a'.



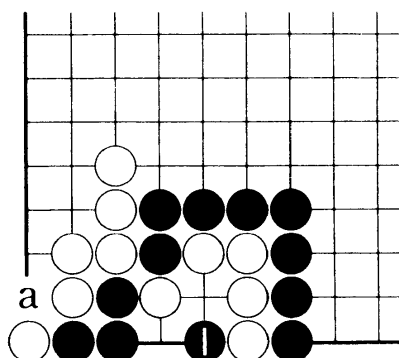
Answer 411: diagonal move

The diagonal move of Black 1 secures the corner. If Black 1 at 2, the *aji* of White 1 is left behind.



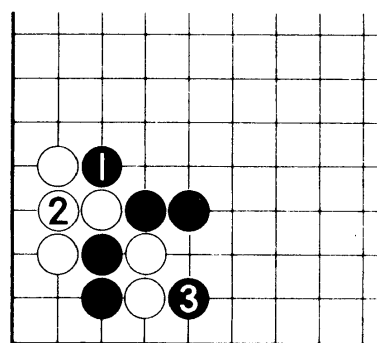
Answer 412: atari

Black forces with 1 before playing the forcing move of 3. If White 2 at 'a', Black will atari at 2.



Answer 413: atari

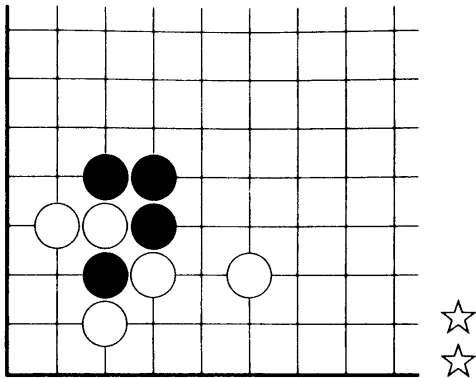
Black can't save his three stones on the left, but they will help him capture four white ones when he plays 1. If Black 1 at 'a', White plays 1 and Black can't atari.



Answer 414: atari

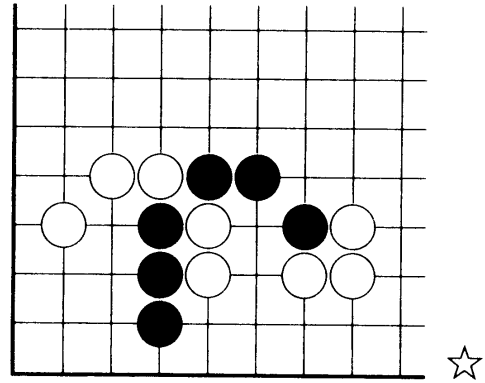
Black first utilizes his two stones in the corner with the atari of 1, then attaches with 3, forcing White to capture these two stones.

Problem 415



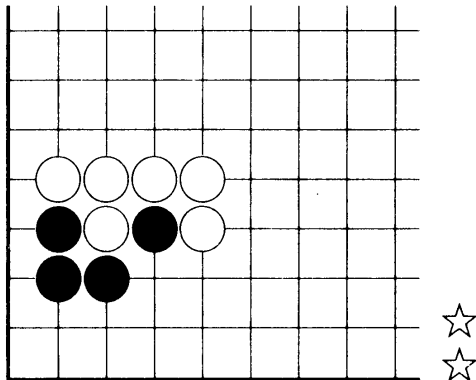
How should Black play in this position?

Problem 416



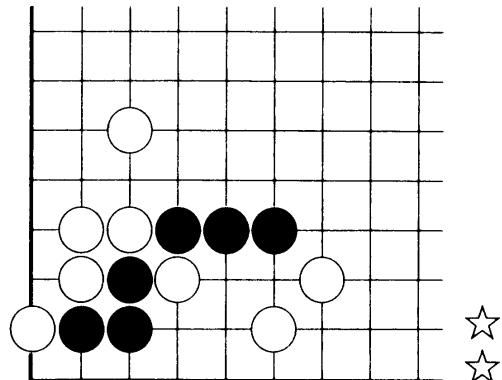
Black to rescue his three stones in the corner.

Problem 417



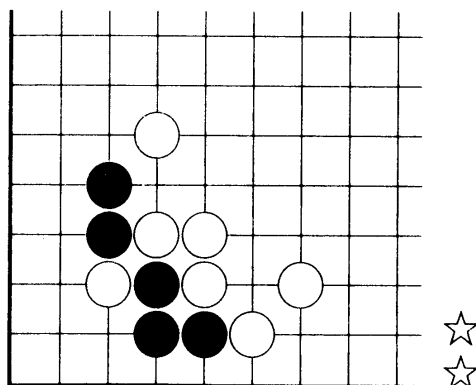
How should Black settle his stones in the corner?

Problem 418



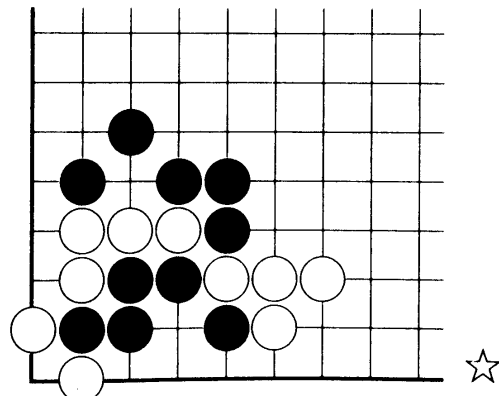
Where is the vital point for Black to make good shape?

Problem 419

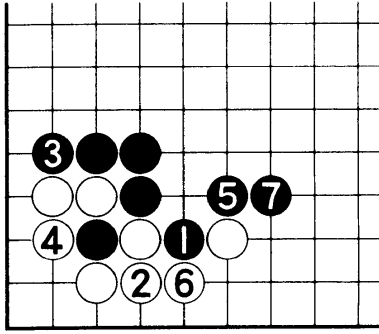


How should Black capture the white stone in the corner?

Problem 420

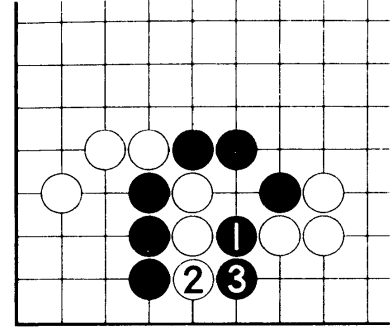


How can Black win this capturing race?



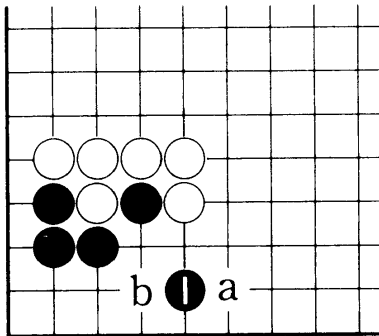
Answer 415: atari

Black first utilizes his stone in the corner by playing the atari of 1. He then gets to force again with 3. After this, he builds thickness in the center with 5 and 7.



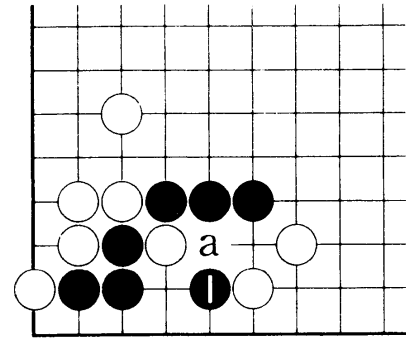
Answer 416: wedging in

Black might be able to make life in the corner, but he has a more profitable way: wedging in with 1. This captures two white stones. Resistance with White 2 is futile.



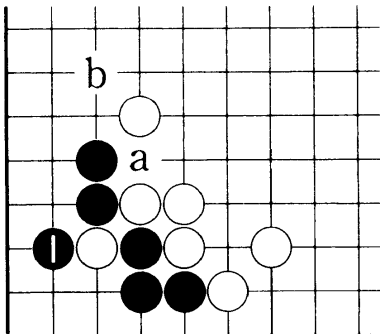
Answer 417: knight's move

Black should forget about the stone in atari and secure his group by sliding to 1 with the knight's move. If White 'a' next, Black draws back to 'b'.



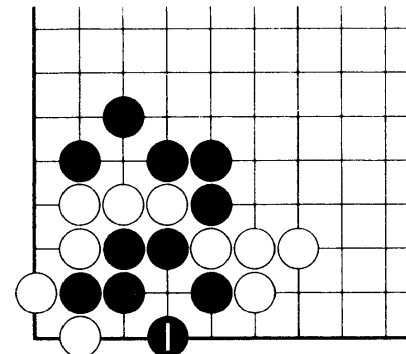
Answer 418: attaching

The attachment of Black 1 is an efficient move for making eye shape. If Black 1 at 'a', White 1 creates a false eye in Black's shape.

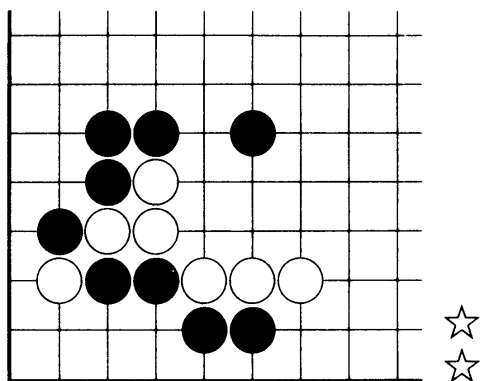


Answer 419: atari

Black 1 is the correct direction in which to atari. Black can now aim at pushing through with 'a' or jumping to 'b'.

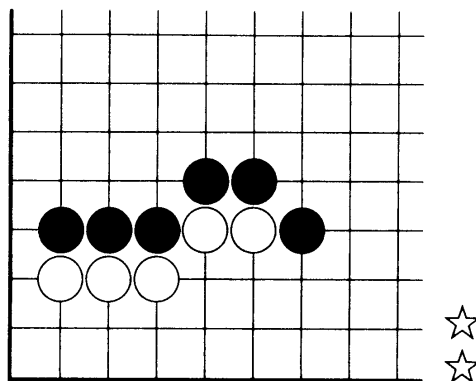


Problem 421



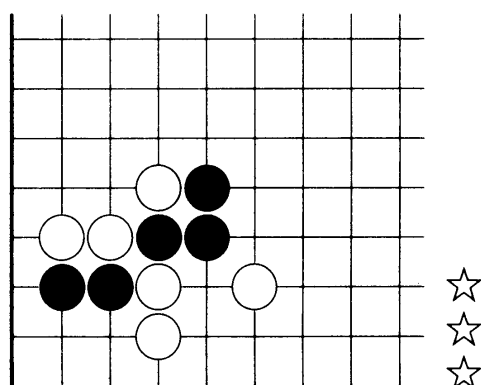
How does Black settle his stones in this position?

Problem 422



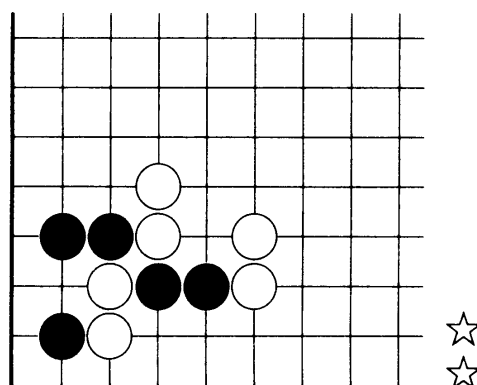
Where is the vital point for Black to give White bad shape?

Problem 423



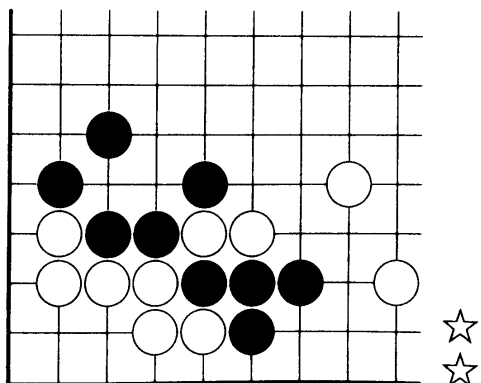
What should Black do in this position?

Problem 424



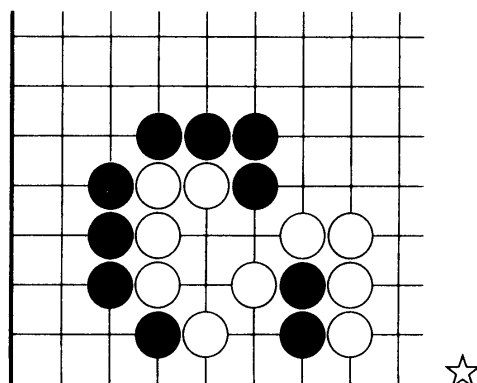
How should Black settle his stones in the corner?

Problem 425

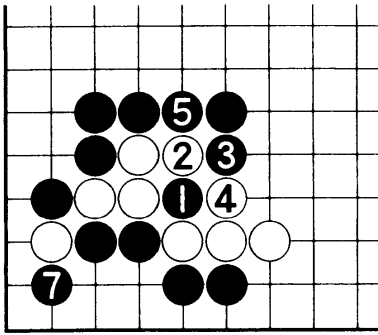


Black to rescue his four stones at the bottom.

Problem 426



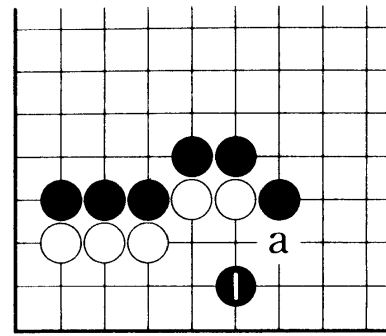
How can Black capture four white stones?



Answer 421: atari

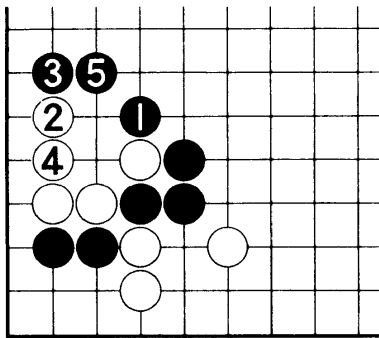
6: connects at 1

Black ataris with 1 and squeezes with 3 and 5 to make thickness in the center. Finally, Black defends with 7.



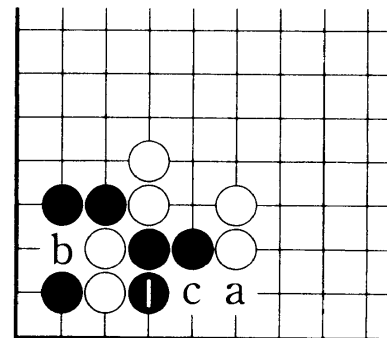
Answer 422: peeping

The peep of Black 1 is the vital point of White's shape. If Black 1 at 'a', White plays 1, making good shape.



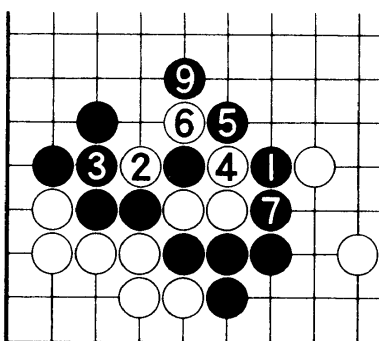
Answer 423: atari

The atari from the outside with Black 1 is the correct direction. In answer to White 2, Black 3 blocks White's advance up the left side.



Answer 424: blocking

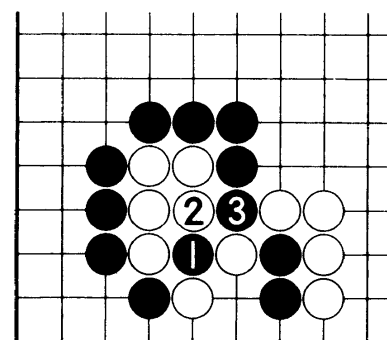
Blocking with 1 is the correct way to capture the white stones in the corner. Next, Black can hane at 'a'. If Black 1 at 'b', White will force at 'a' or 'c'.



Answer 425: casting a net

8: connects (right of 2)

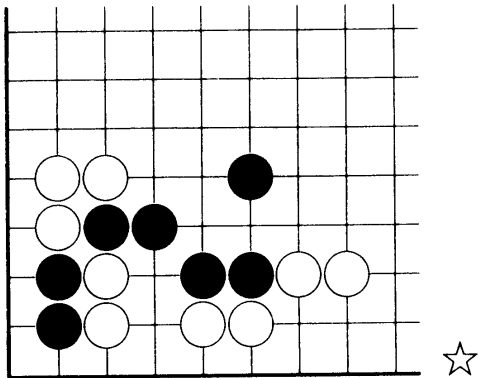
Black casts a net by jumping to 1. If White resists with 2 and 4, Black squeezes with 5 and 7. After Black 9, there is no escape for White.



Answer 426: throwing in

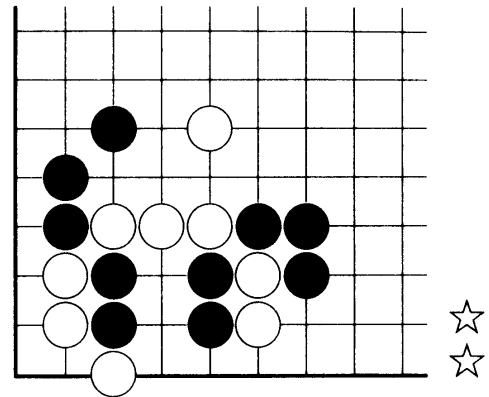
Black can utilize his two stones on the right by throwing in with 1 and playing atari with 3. White can't connect at 1, so he must capture the two black stones.

Problem 427



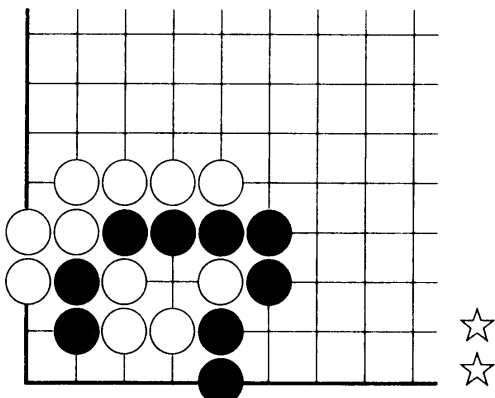
Black to rescue his two stones in the corner.

Problem 428



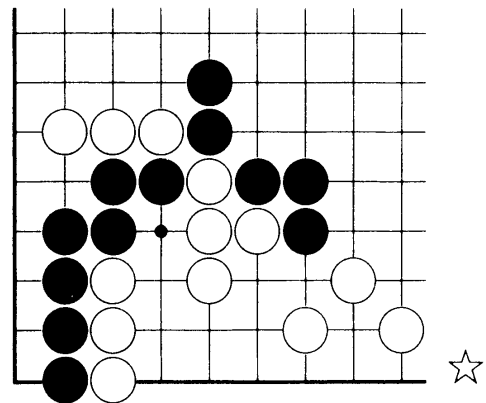
Where is the vital point that enables Black to kill White's stones?

Problem 429



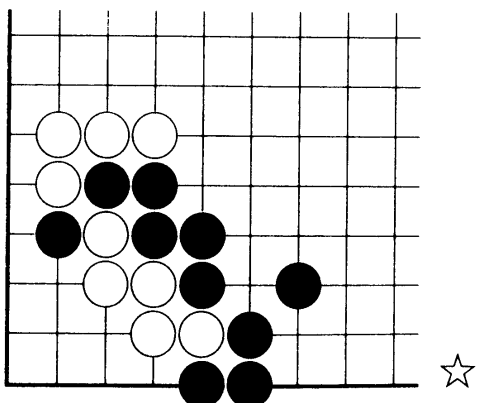
How can Black win this capturing race?

Problem 430



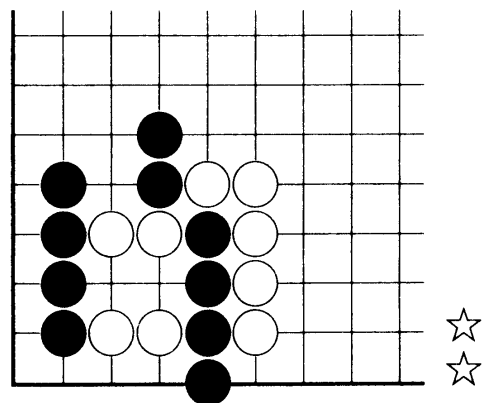
What is the most profitable way for Black to live in the corner?

Problem 431

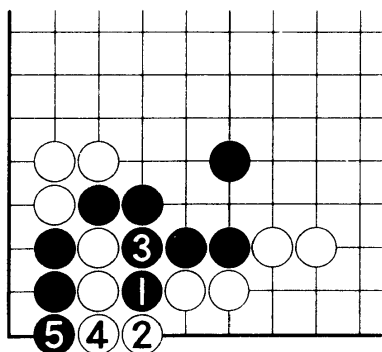


Black to capture the five white stones in the corner.

Problem 432

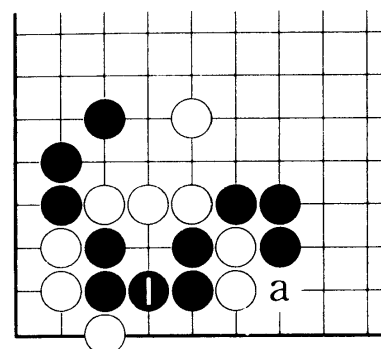


How can Black link up his stones on the right to their allies on the left?



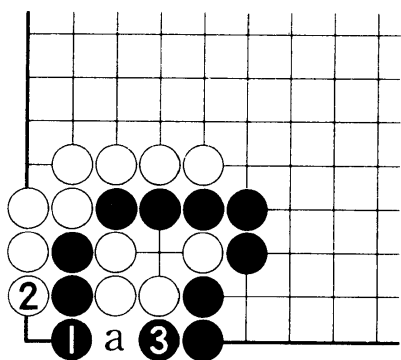
Answer 427: wedging in

If you can see Black 1, the rest is easy. After the ataris of Black 3 and 5, White can't rescue his four stones in atari.



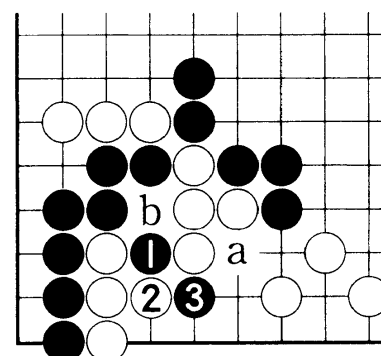
Answer 428: connecting

The connection of Black 1 may seem like bad shape, but this move enables Black to kill the white stones in the corner. If Black 1 at 'a', White captures two stones with the atari of 1.



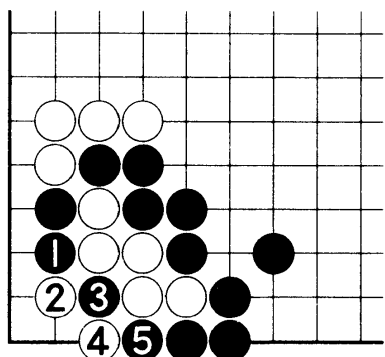
Answer 429: descending

Black must descend to 1. If White now plays 2, Black 3 is the move that rescues his three stones in the corner. If Black 1 at 'a', White escapes with 1.



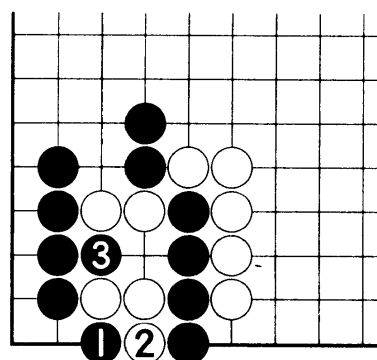
Answer 430: wedging in

Black can live in the corner by wedging in at 1. After Black 3, whether White plays at 'a' or 'b', Black will capture some white stones.



Answer 431: crawling

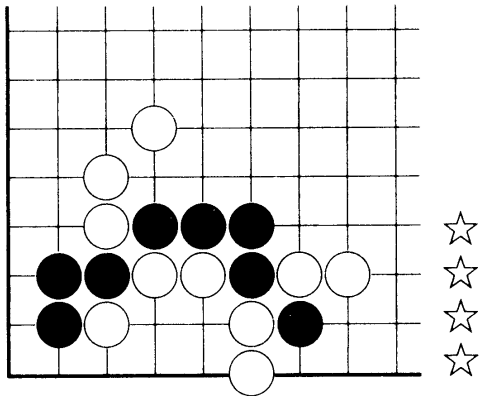
If Black crawls to 1, after White blocks with 2, he can squeeze with 3 and 5 and capture White's stones. If Black neglects to play 3, he will lose.



Answer 432: hane

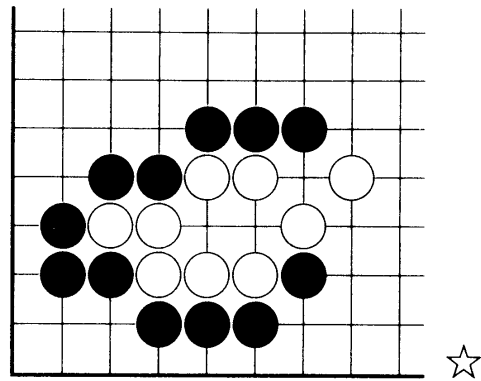
Black must first play the hane of 1. Next, he pushes through with 3 and wins the capturing race. If Black plays 1 at 3, he will lose.

Problem 433



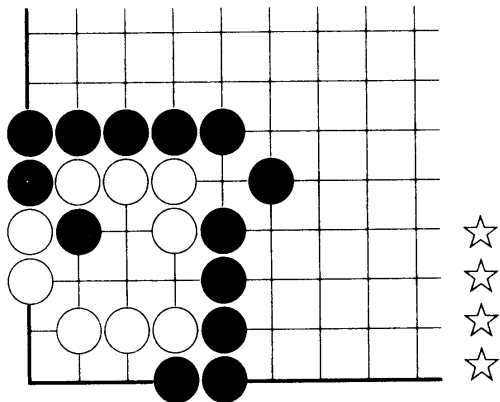
Black to rescue his three stones in the corner.

Problem 434



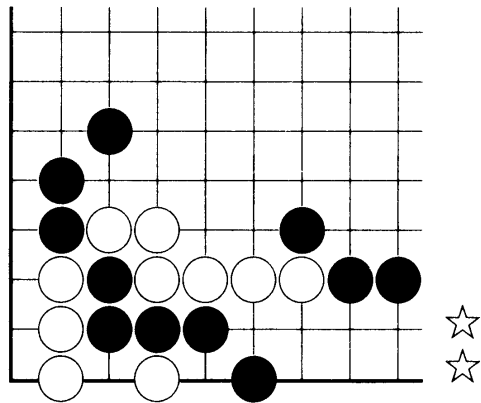
Black to capture five white stones.

Problem 435



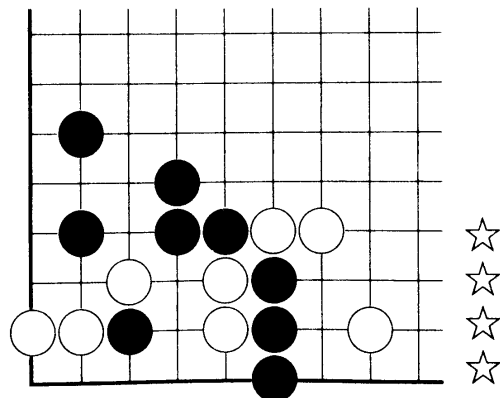
Black to capture four white stones.

Problem 436



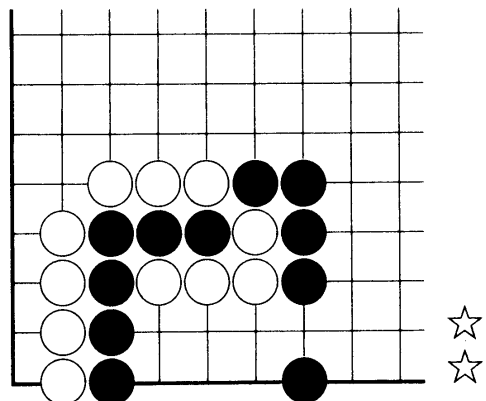
Where should Black play to link up his stones at the bottom?

Problem 437

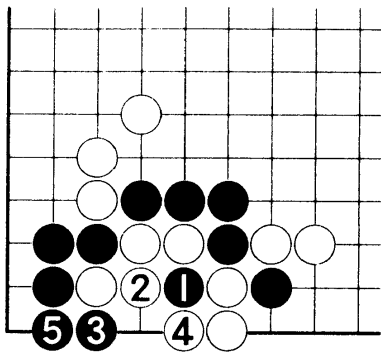


Black to kill the white stones in the corner.

Problem 438

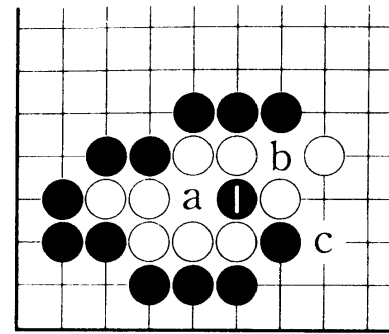


How can Black rescue his six stones on the left?



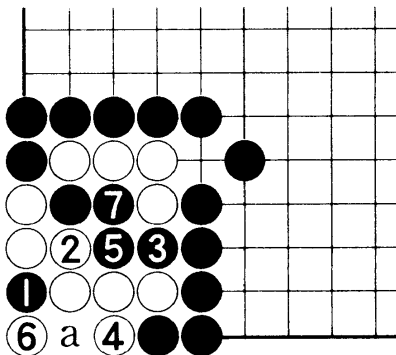
Answer 433: cutting

The cut of Black 1 may seem easy to see, but it would be hard to find in a game. Black 3 and 5 then capture the key white stones, enabling Black to link up his two groups of stones.



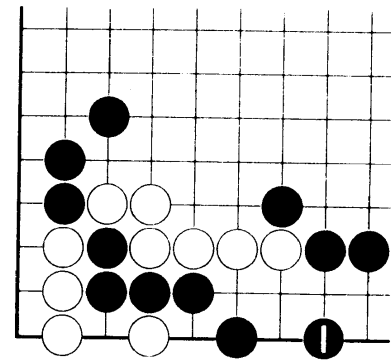
Answer 434: throwing in

Black 1 captures five white stones. If White captures at 'a', Black 'b' ataris seven white stones. If Black 1 at 'b', White ataris with 'c'.



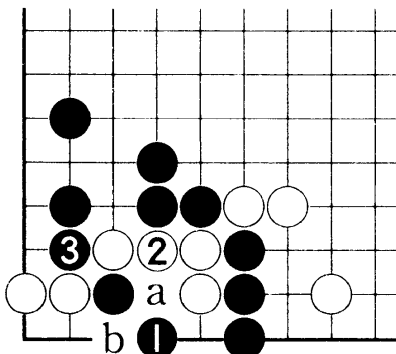
Answer 435: throwing in

In order to capture the four white stones above, Black must attack the entire white group. If White 4 at 5, Black 'a' kills all the white stones.



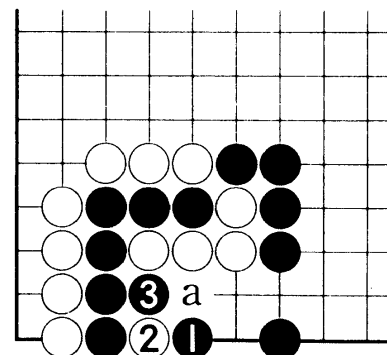
Answer 436: jumping

Black can link up his stones by jumping to 1.



Answer 437: diagonal move

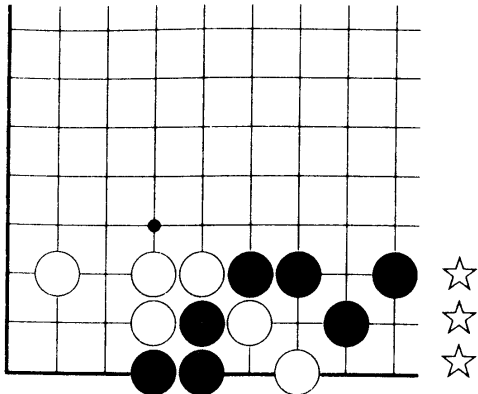
The diagonal move of Black 1 is a difficult move to see. If White 2 at 'a', Black will play at 'b'.



Answer 438: jumping

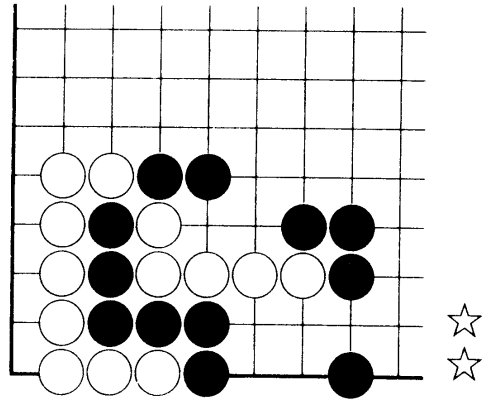
Black can link up his stones by jumping to 1. If White 2 at 3, Black connects at 2, and White can't play at 'a' because he is short of liberties.

Problem 439



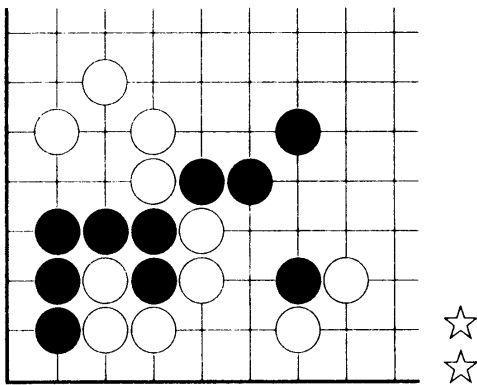
Black to rescue his three stones at the bottom.

Problem 440



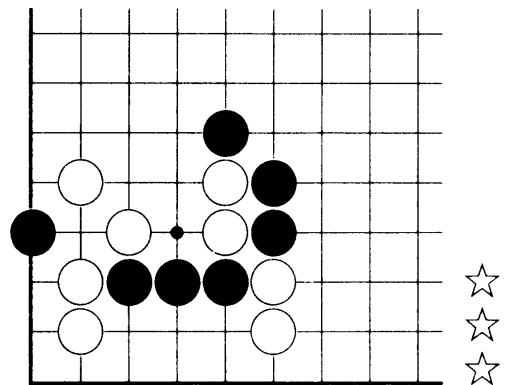
How can Black rescue his six stones on the left?

Problem 441



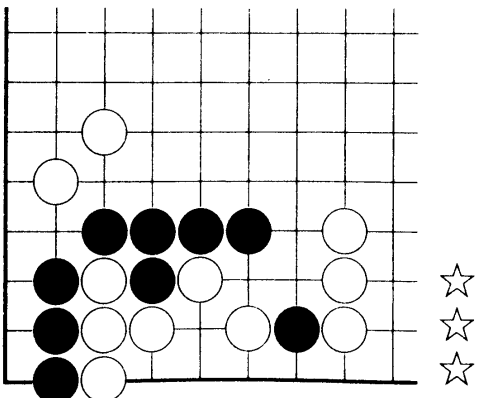
Black to rescue his six stones in the corner.

Problem 442



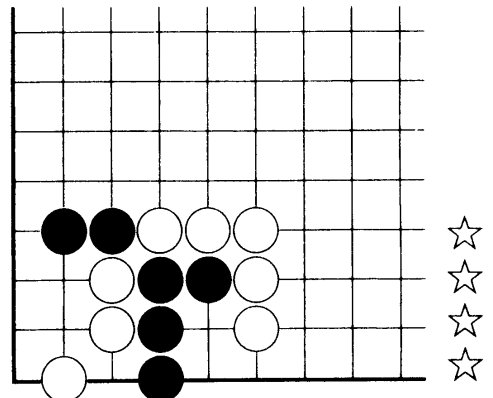
How can Black link up his stones at the bottom to their allies above?

Problem 443

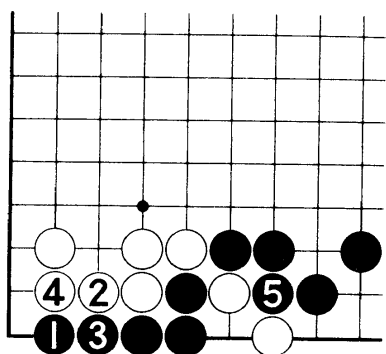


Black to capture some white stones.

Problem 444

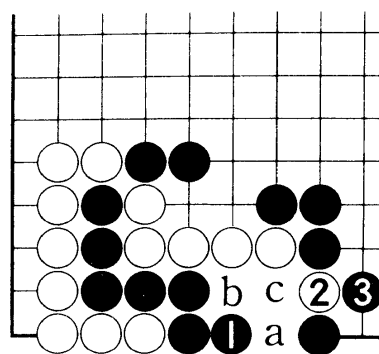


Black to capture the three white stones in the corner.



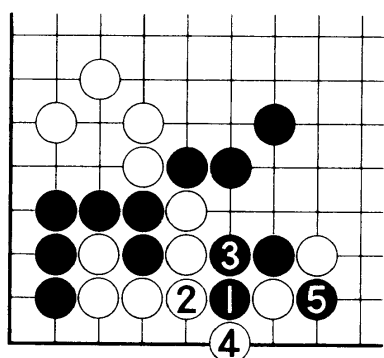
Answer 439: jumping

By jumping to 1, Black stops White from getting a snapback after 5. If Black 1 at 2, White plays at 1; if then Black 4, White ataris at 3.



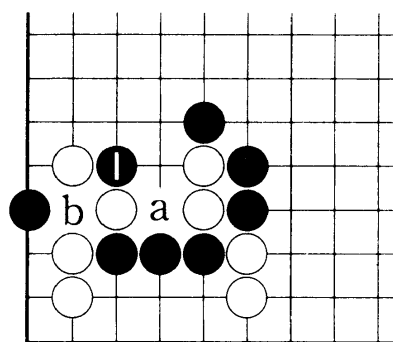
Answer 440: turning

Turning at Black 1 looks like bad shape, but here it is the tesuji. If Black 1 at 'a', White captures with the sequence White 1–Black 'b'–White 'c'.



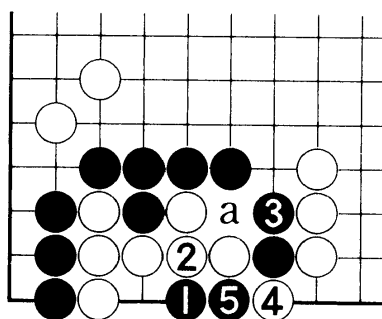
Answer 441: hane

Black can save his stones on the left with the hane of 1. If White 2 at 3, Black cuts at 2 and captures three stones.



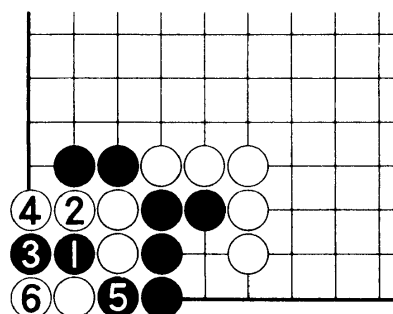
Answer 442: attaching

Black can capture two stones by attaching at 1. If White answers with 'a', Black 'b'; if White 'b', Black 'a'.



Answer 443: placement

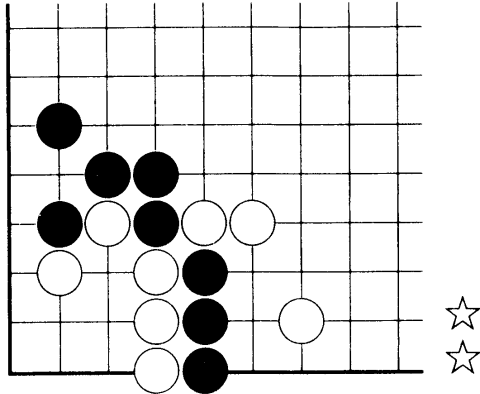
The placement of Black 1 separates the white group on the left from the one on the right. If White 2 at 5, Black ataris at 'a' and White will be captured.



Answer 444: inserting
7: throws in at 1

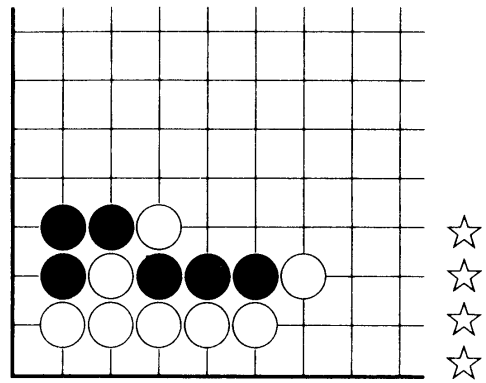
Inserting at Black 1 is a sharp move. Descending with Black 3 and the continuation to 7 kill the white stones in the corner.

Problem 445



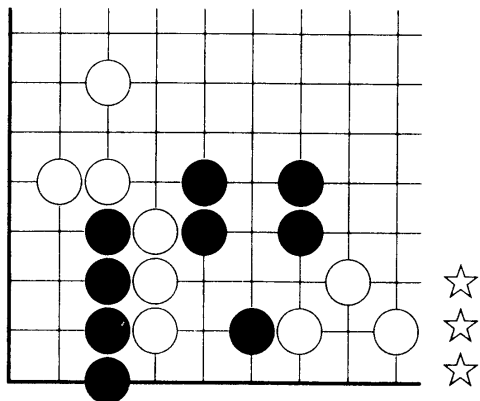
Black to capture the white stones in the corner.

Problem 446



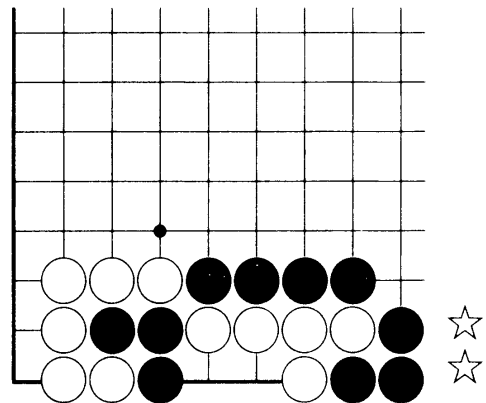
How should Black settle his stones on the outside?

Problem 447



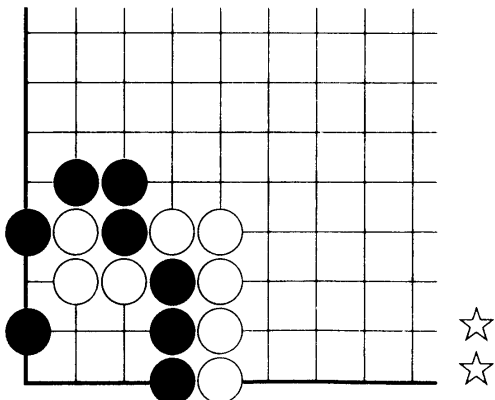
Black to rescue his four stones in the corner in the most profitable way.

Problem 448



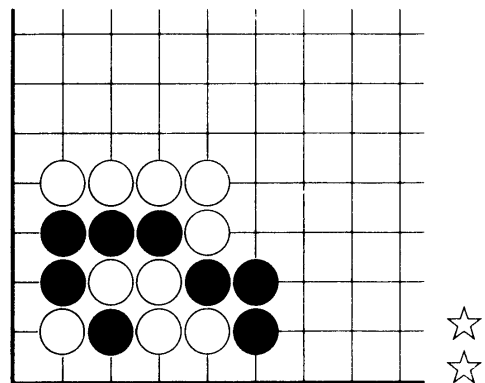
What should Black do in this position?

Problem 449

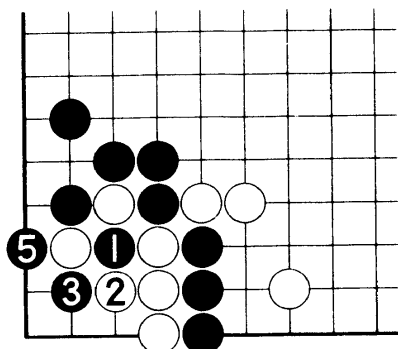


Where is the tesuji that will enable Black to win the capturing race?

Problem 450

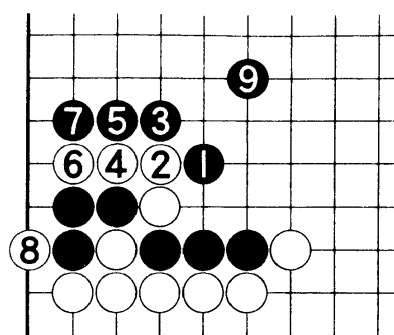


What is the best result that Black can get in this position?



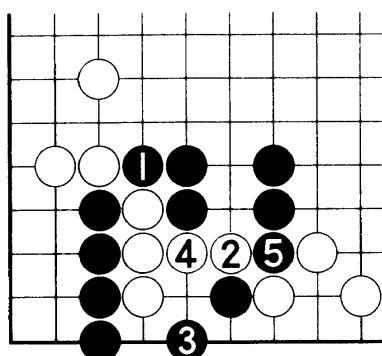
*Answer 445: capturing
4: ko (above 1)*

Black captures at 1, then ataris with 3. After Black 5, White finds himself short of liberties.



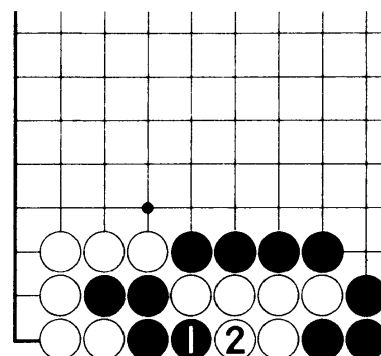
Answer 446: casting a net

Black casts a net with 1. He next forces with 3 to 7, then fixes up his shape with the knight's move of 9.



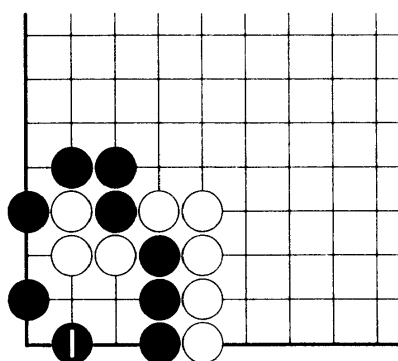
Answer 447: cutting

Cutting at 1 prepares for the tesuji of Black 3. After Black 5, White's stones have been captured.



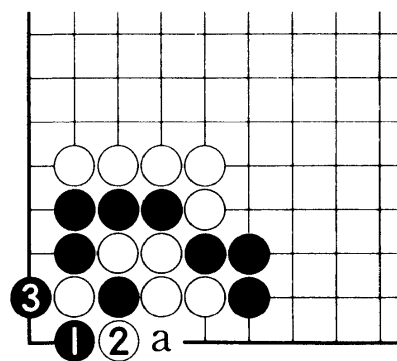
Answer 448: atari

Black sacrifices four stones with the atari of 1. However, Black can now capture six white stones by playing 3 diagonally to the left of 1.



Answer 449: diagonal move

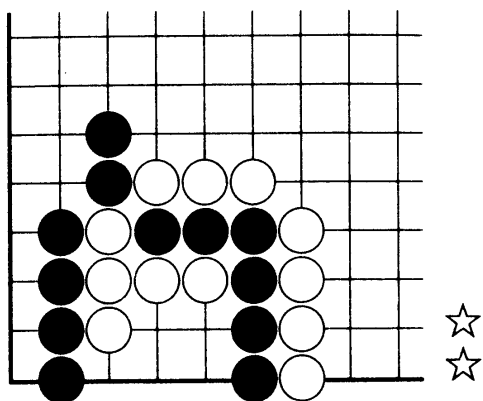
The diagonal move of Black 1, which makes an eye in the corner, is the only way for Black to rescue his three stones.



Answer 450: atari

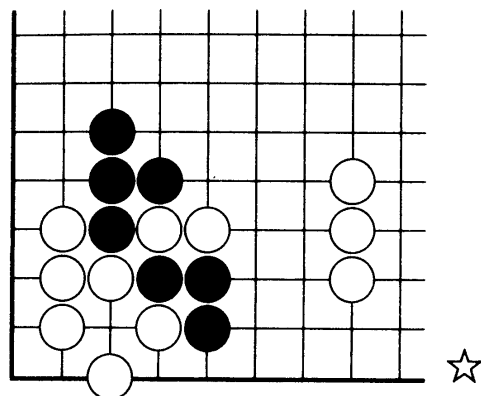
The only way Black can live is to start a two-step ko with the ataris of 1 and 3. If White 2 at 3, Black will play at 'a' and it becomes an immediate ko.

Problem 451



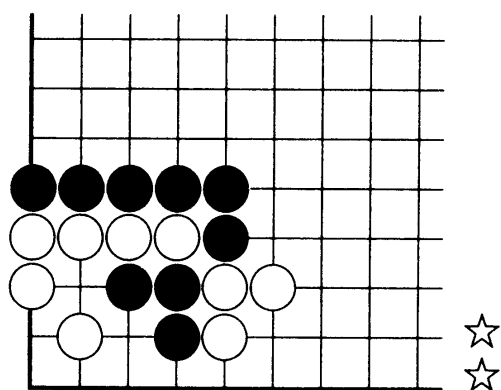
Where is the tesuji that will enable Black to win the capturing race?

Problem 452



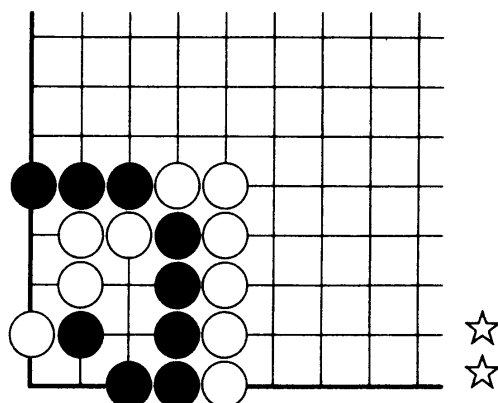
How can Black rescue his three stones at the bottom?

Problem 453



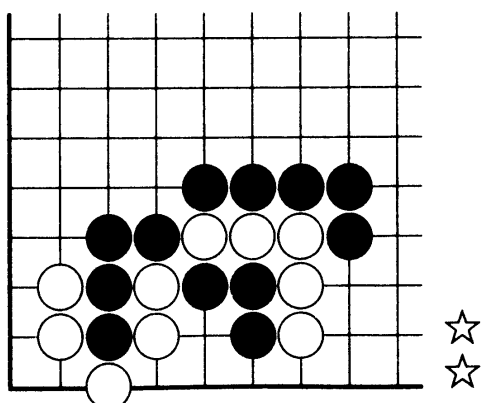
The best that Black can get in this position is a ko.

Problem 454



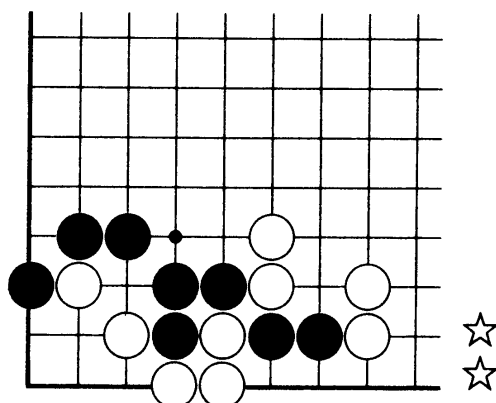
How does Black win this capturing race?

Problem 455

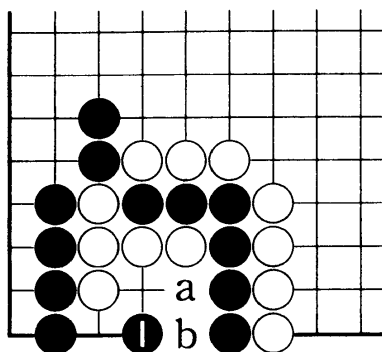


Where is the tesuji that will enable Black to win this capturing race?

Problem 456

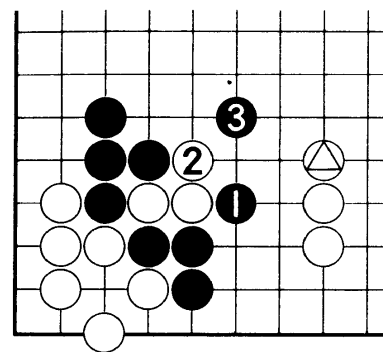


How can Black capture all the white stones in the corner?



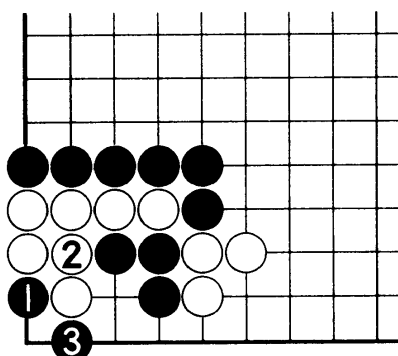
Answer 451: jumping

Jumping to Black 1 is the only move that wins the capturing race. If White 'a', Black 'b', and White can't attack because he is short of liberties.



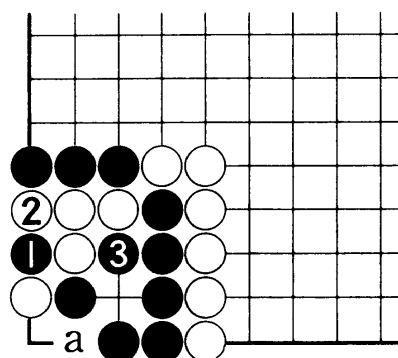
Answer 452: atari

Black ataris with 1, then casts a net with 3. White's three stones are now captured, and his marked stone on the right is unable to help them.



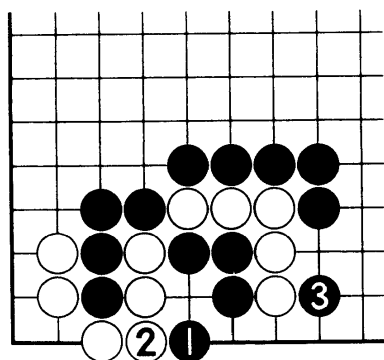
Answer 453: throwing in

Black throws in with 1. If White connects at 2, Black 3 starts the ko fight.



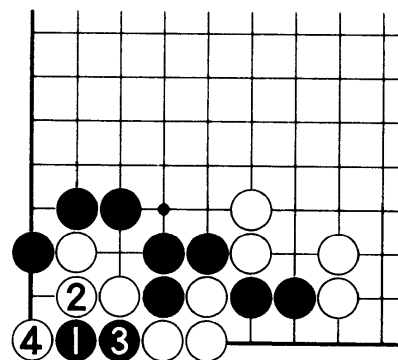
Answer 454: throwing in

Throwing in with Black 1 prevents White from starting a ko at 'a'. Black wins the capturing race by playing atari with 3.



Answer 455: diagonal move

After making the diagonal move of 1, Black wins the capturing race by attaching at 3. White is short of liberties, so he can't attack Black.

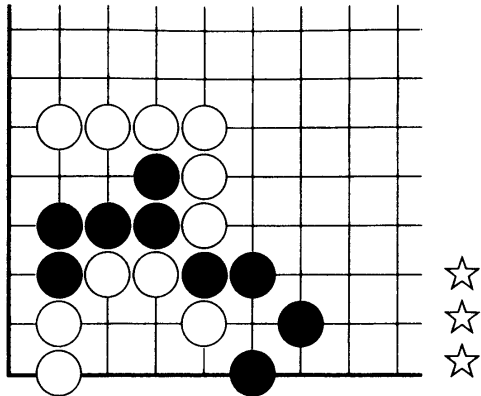


Answer 456: peeping

5: throws in at 3

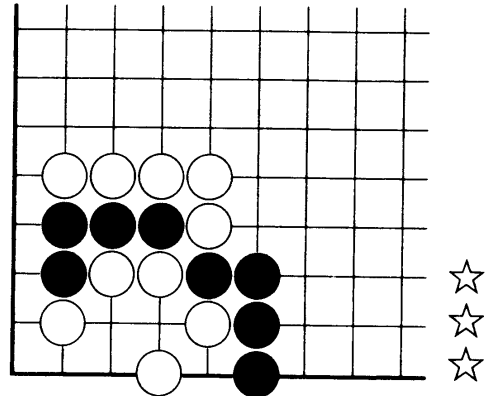
Peeping at 1 is a skillful move. After this, Black can win the capturing race by sacrificing with 3 and 5.

Problem 457



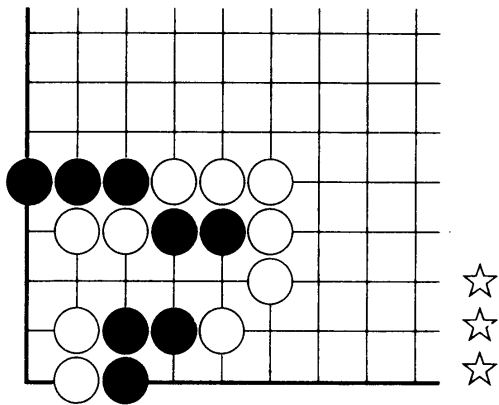
Black to capture the white stones in the corner.

Problem 458



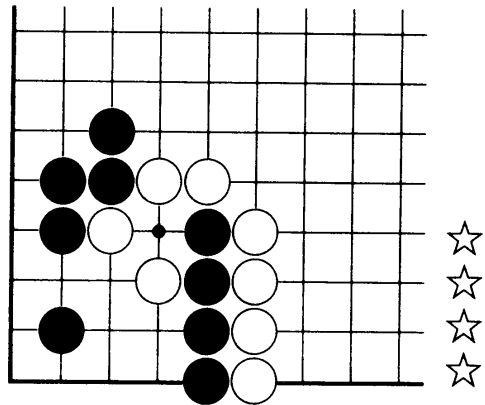
How can Black create a ko in the corner?

Problem 459



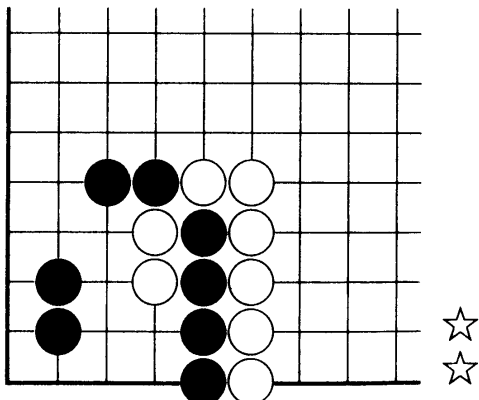
By sacrificing two stones, Black can rescue his three stones at the bottom.

Problem 460



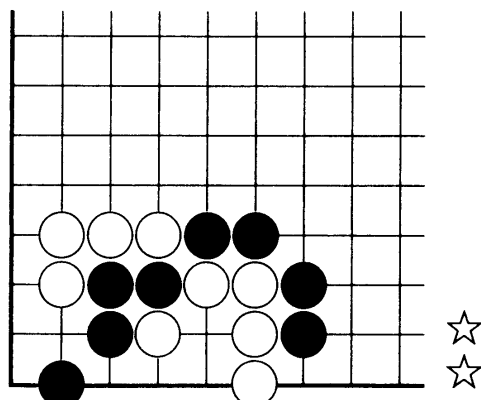
What is the most profitable way for Black to rescue his four stones on the right?

Problem 461

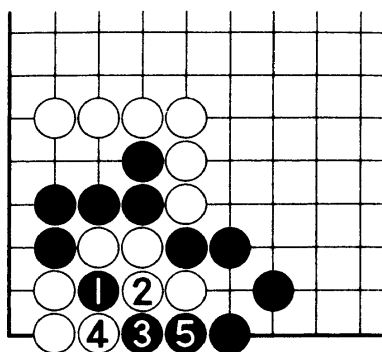


Black to rescue his four stones on the right.

Problem 462

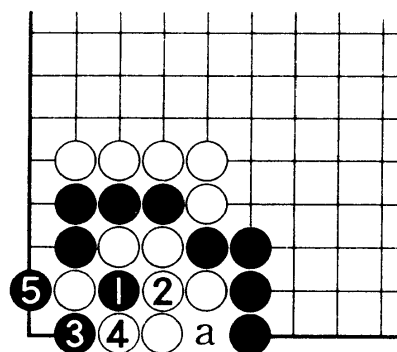


Black to capture the four white stones on the bottom right.



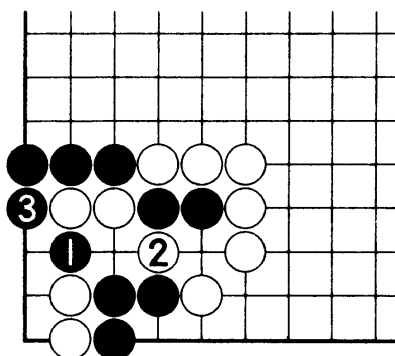
Answer 457: atari

Black ataris at 1, then creates a false eye in White's shape with 3 and 5. Black is two moves ahead in the capturing race.



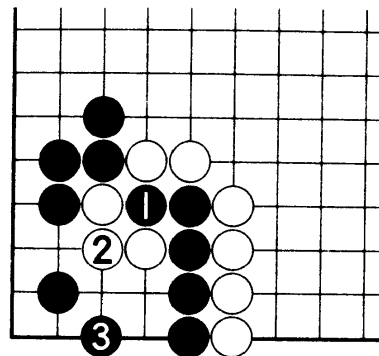
Answer 458: cutting

Black gets a ko by cutting with 1, then playing atari with 3. If White 4 at 5, Black wins by playing 'a'.



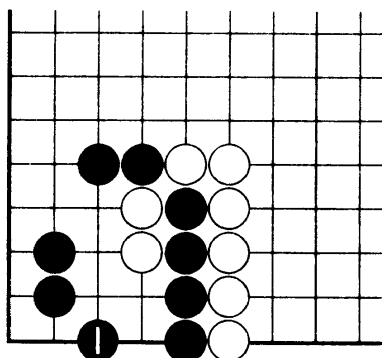
Answer 459: wedging in

Black wedges in with 1, plays ataris with 3, and sacrifices the two stones on the right. If Black 1 at 2, White connects at 1, capturing six black stones.



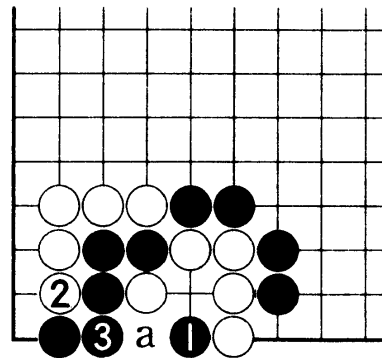
Answer 460: cutting

Black ataris with 1, then, after White connects with 2, jumps to 3. Black can save his stones by playing 1 at 2, but this gives White too much.



Answer 461: diagonal move

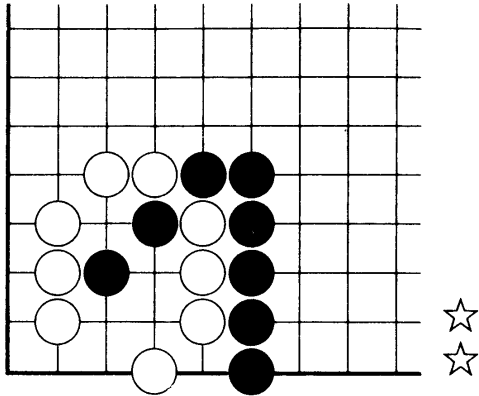
The only way that Black can link up his four stones on the right is to play 1. At the same time, he captures two white stones.



Answer 462: attaching

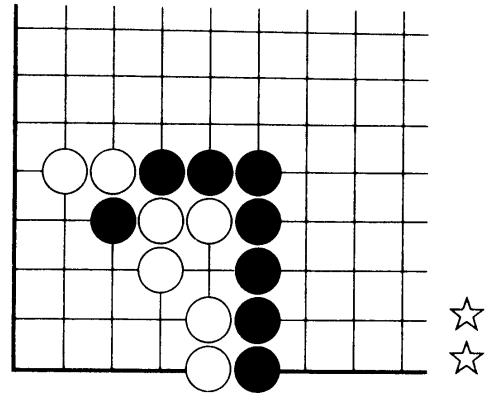
Attaching at 1 is a stylish move. If White ataris with 2, Black connects at 3. If Black 1 at 'a', White 1 results in a ko.

Problem 463



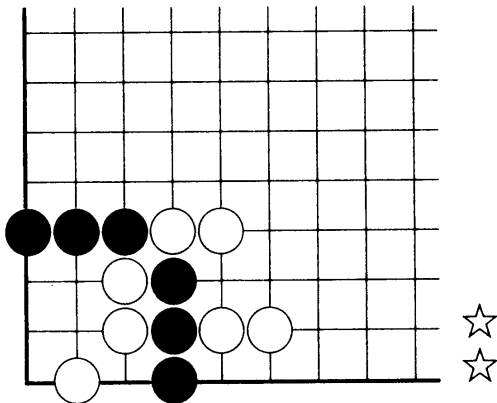
How can Black capture three white stones?

Problem 464



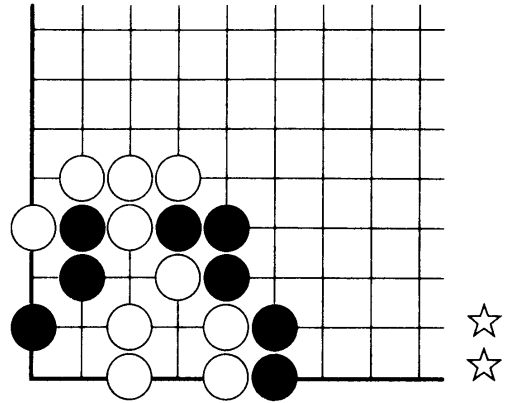
Black to capture the five white stones on the bottom right.

Problem 465



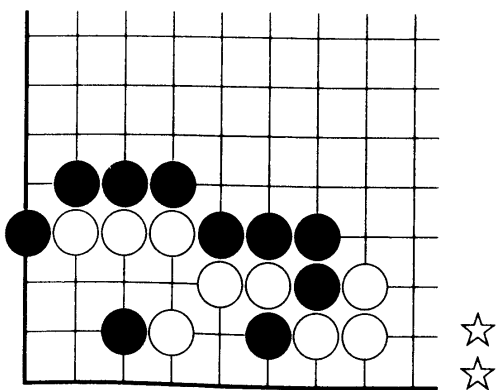
How can Black win this capturing race?

Problem 466



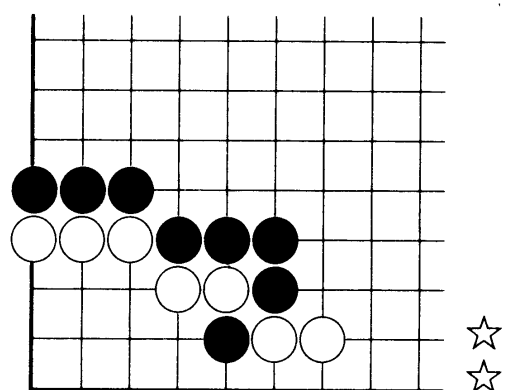
How can Black capture the five white stones at the bottom?

Problem 467

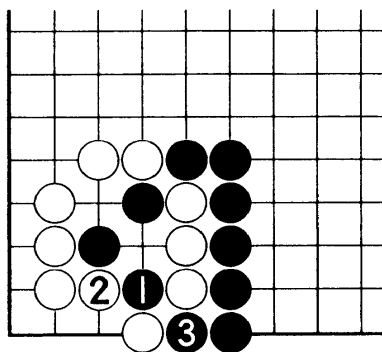


How can Black take the most territory in the corner?

Problem 468

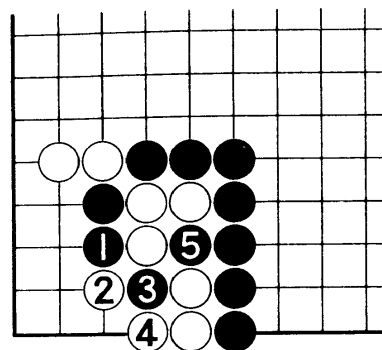


Black to capture the white stones in the corner.



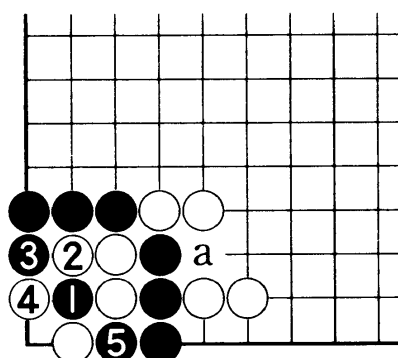
Answer 463: inserting

At first glance, it doesn't seem as if Black has a move, but Black 1 captures three white stones. After Black 3, White can't capture 1 because of a snapback.



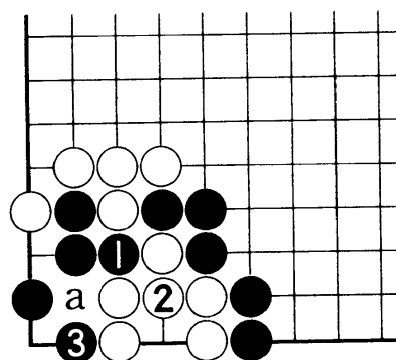
Answer 464: blocking

After blocking at 1, Black 3 is the key point. If Black 3 at 5, White can save his stones with 3. Black doesn't get the maximum profit if he plays 1 at 3.



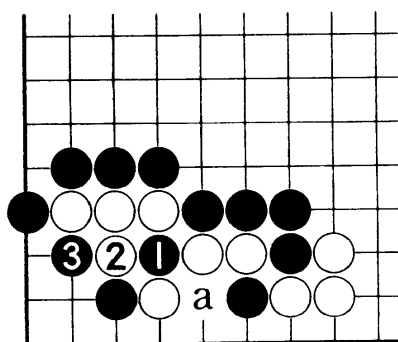
Answer 465: inserting

Black can save his stones by inserting at 1. Black 1 at 2 is followed by White 1–Black 4–White 'a', and Black loses the capturing race by one move.



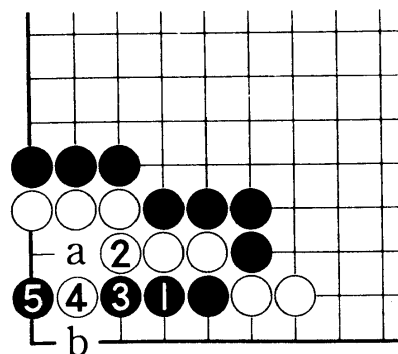
Answer 466: atari

The atari of Black 1 is the only move. Black 3 then wins the capturing race. If Black 3 at 'a', White kills Black by playing at 3.



Answer 467: throwing in

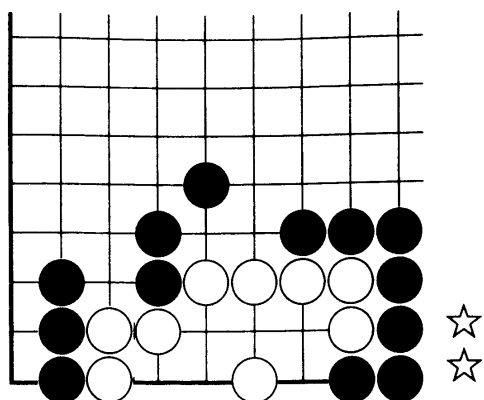
Throwing in at 1 captures the three white stones on the left. If Black 1 at 3 or 'a', White connects with 1.



Answer 468: atari

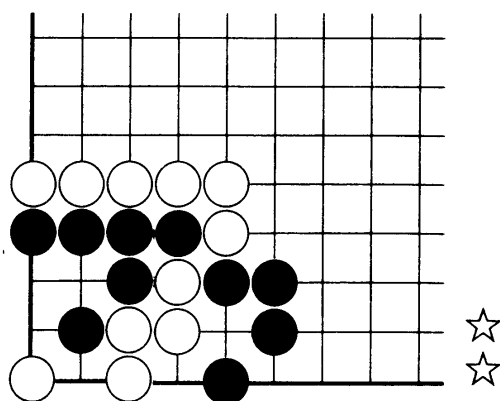
Black can capture the white stones in the corner with 1, 3, and 5. White can live if Black plays 5 at 'a' or 'b'.

Problem 469



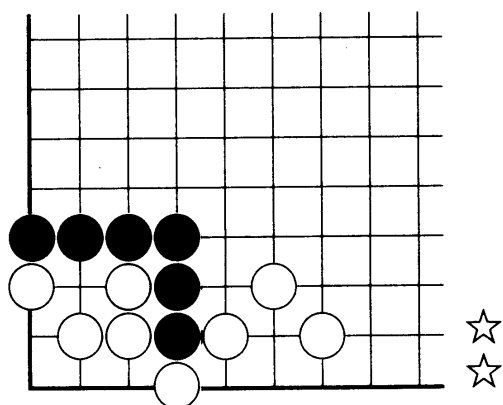
Black to kill all of the white stones.

Problem 470



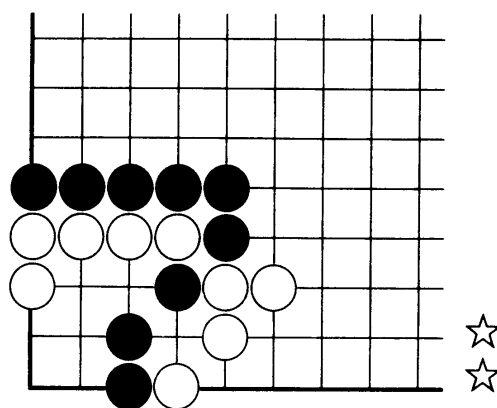
How can Black win the capturing race?

Problem 471



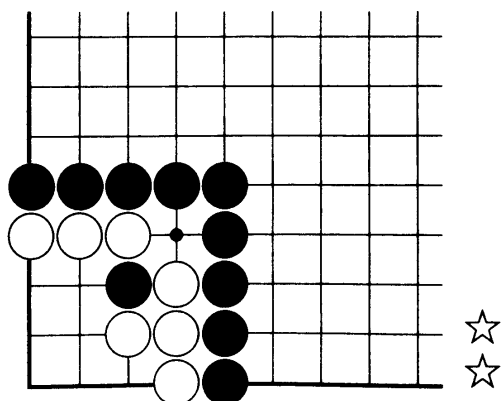
Black to make the most profitable endgame moves.

Problem 472



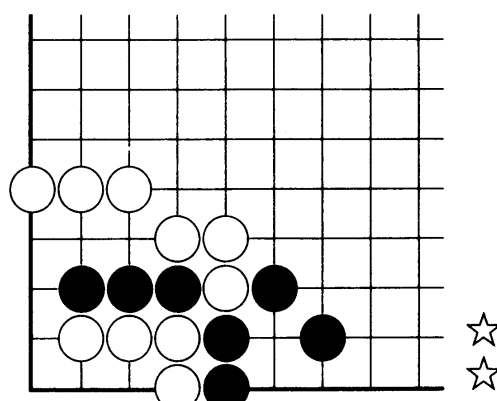
Black to capture the five white stones on the left.

Problem 473

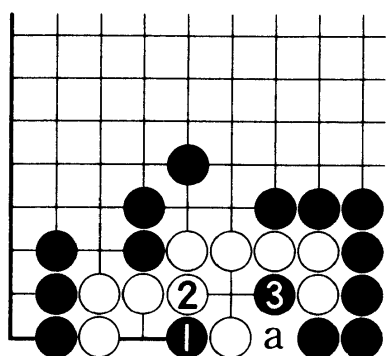


What is the best result that Black can get in this position?

Problem 474

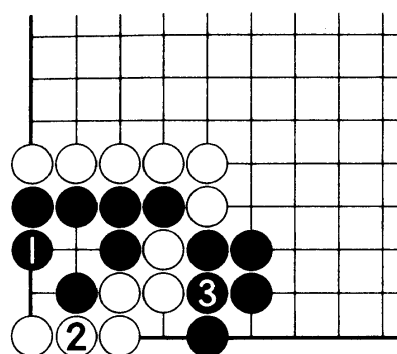


How can Black unconditionally kill the white stones in the corner?



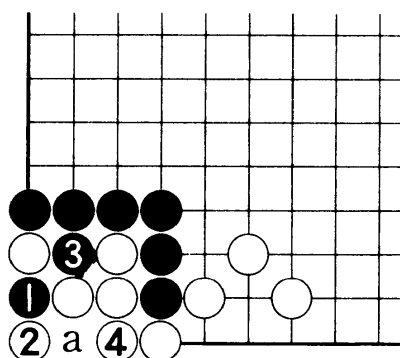
Answer 469: attaching

Black kills White with 1 and 3. If Black 3 at 'a', White 3 results in a ko.



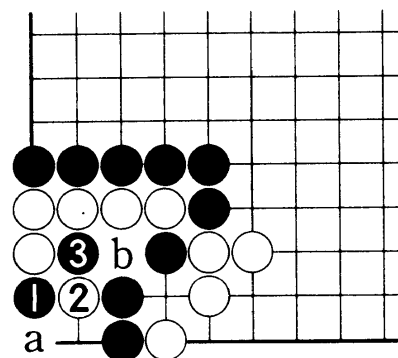
Answer 470: making an eye

By making an eye with 1, Black can capture White's stones. In a capturing race, the side that has an eye usually has the advantage.



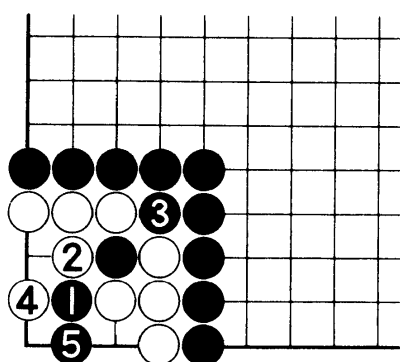
Answer 471: throwing in 5: takes ko at 1

This is an endgame problem. Attaching at 1 gives Black the most profit. If White 2 at 3, Black 'a' starts a big ko fight.



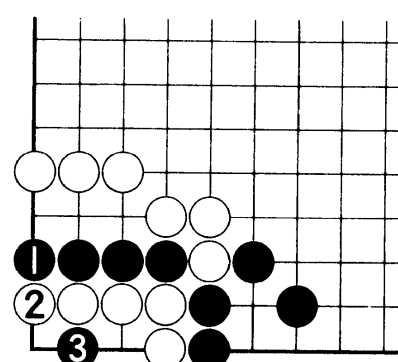
Answer 472: attaching

Black 1 and 3 are a beautiful tesuji combination. If White 'a', Black 'b'. White is without a move.



Answer 473: hane

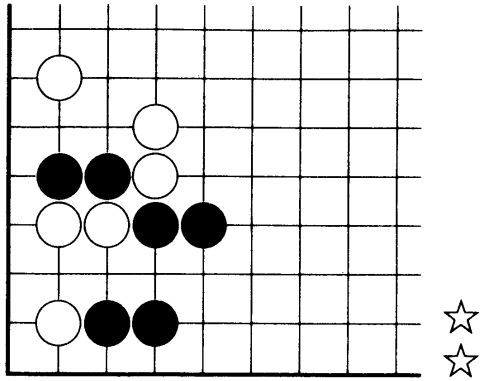
The hane of Black 1 doesn't kill White, but it's a good move anyway. The result to Black 5 is a seki.



Answer 474: descending

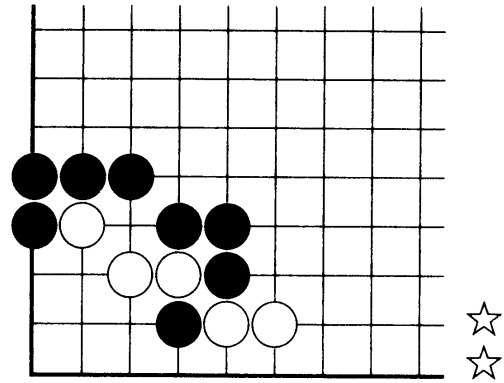
Black 1, followed by 3, kills White. If Black 1 at 2, White throws in at 1 and gets a ko after Black 3.

Problem 475



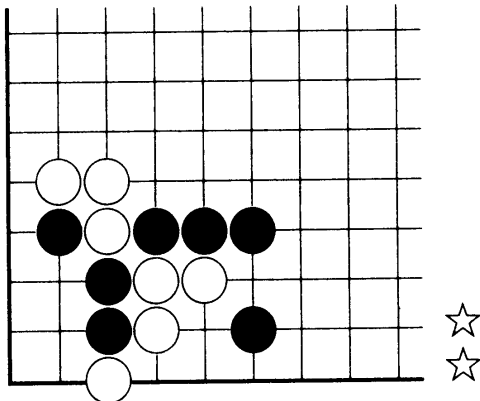
Black to kill the white stones in the corner.

Problem 476



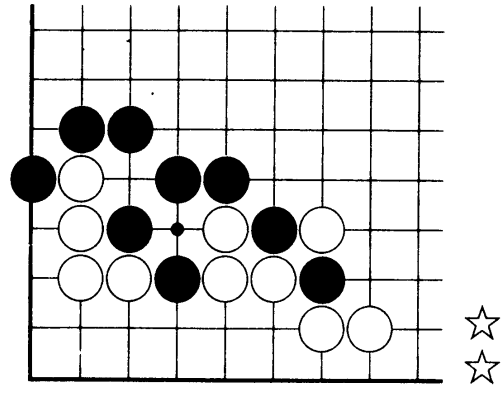
Black to kill the three white stones in the corner.

Problem 477



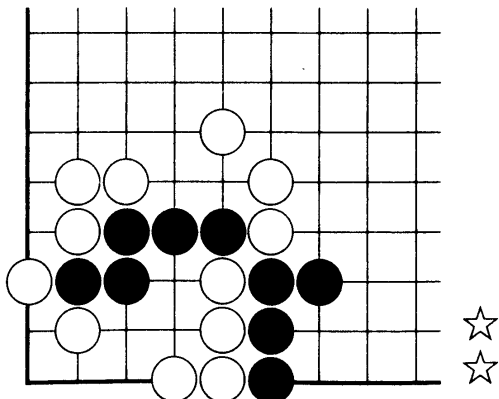
Black to rescue his three stones in the corner.

Problem 478



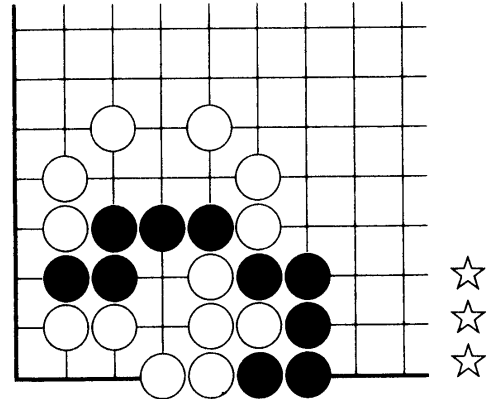
Black to capture the four white stones on the left.

Problem 479

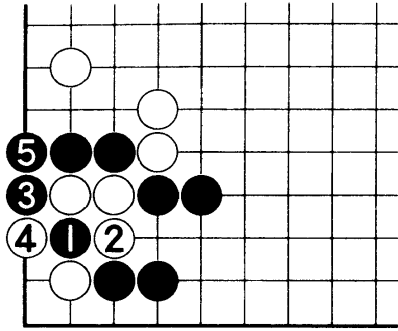


Black to capture the four white stones on the bottom right.

Problem 480

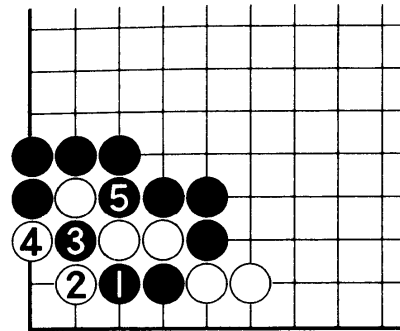


Black to rescue his five stones on the left.



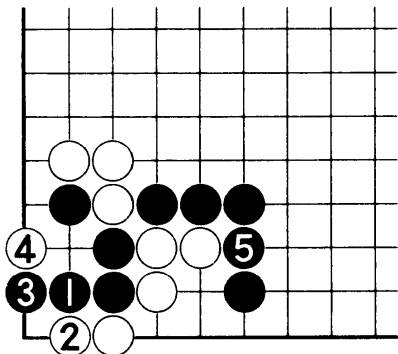
Answer 475: wedging in

Black can reduce the liberties of the white corner group by throwing in with 1. Black 3 and 5 are excellent follow-up moves. Black wins the capturing race.



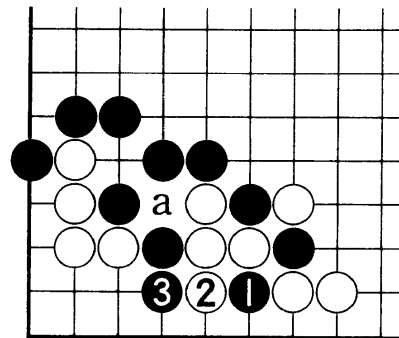
Answer 476: crawling

Black can capture White by crawling at 1, then throwing in at 3. If Black plays 1 at 2 or 3, he doesn't get as much profit.



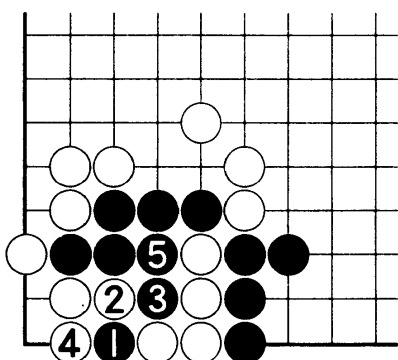
Answer 477: turning

Turning at Black 1 looks like bad shape, but it is the tesuji that wins the capturing race. When Black connects at 5, White's stones die.



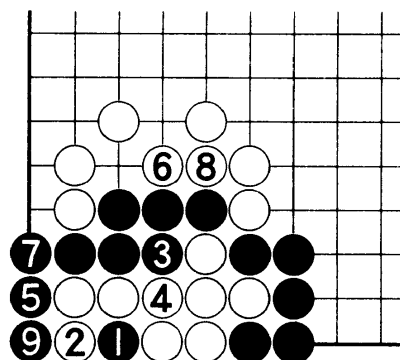
Answer 478: cutting

Cutting at 1 is the tesuji. If Black 1 at 3, White ataris at 'a' and he has time to defend against the cut. Black 1 prevents White from playing at 'a'.



Answer 479: attaching

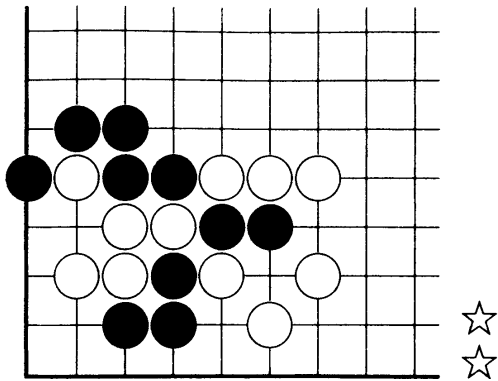
Attaching at Black 1, followed by 3, is the correct order of moves. Black 5 captures four white stones. Black 1 at 2 gives White time to link up all his stones.



Answer 480: throwing in

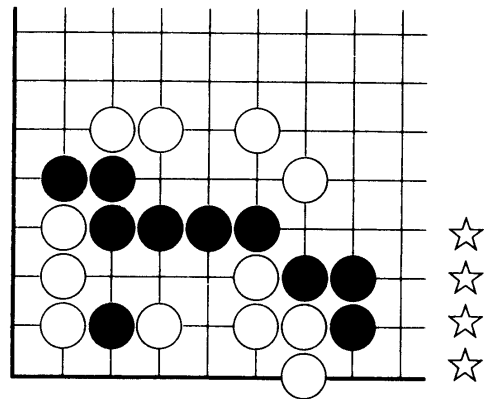
Throwing in at 1 is a brilliant move. If Black 1 at 5, White wins the capturing race with the sequence White 3-Black 2-White 6, etc.

Problem 481



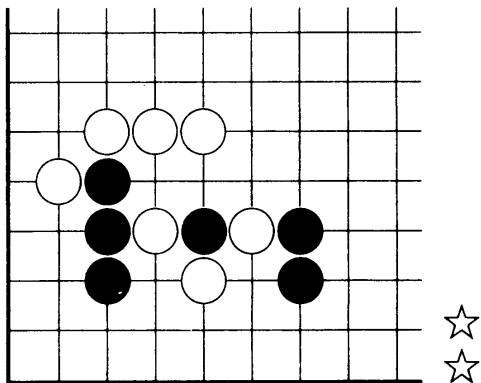
Black to save his three stones at the bottom.

Problem 482



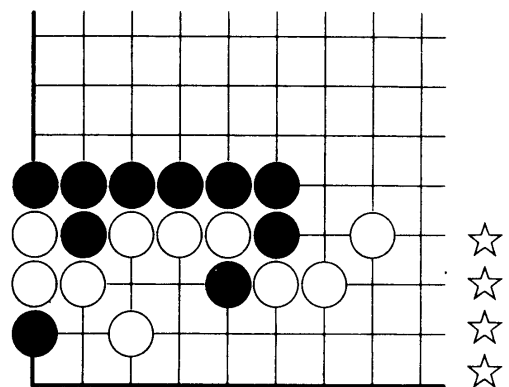
Black to capture four white stones on the bottom right.

Problem 483



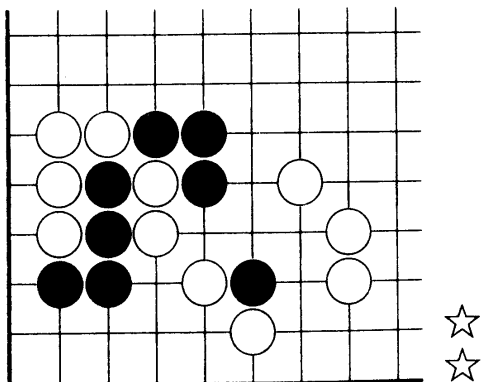
Black to link up his group on the left to the one on the right.

Problem 484



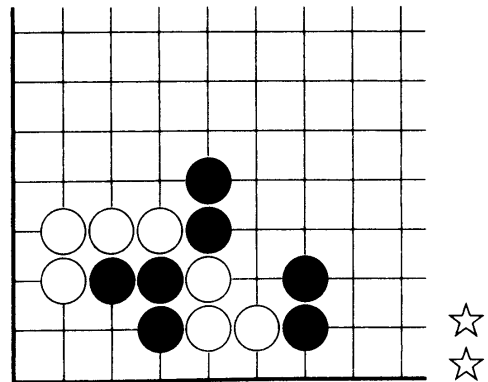
How can Black create a ko in the corner?

Problem 485

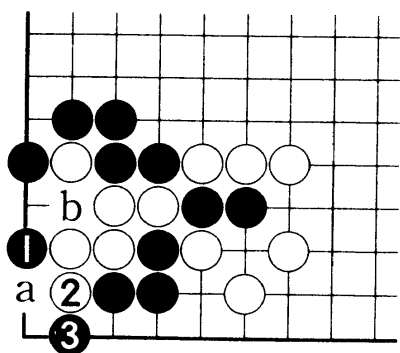


How can Black rescue his four stones in the corner?

Problem 486

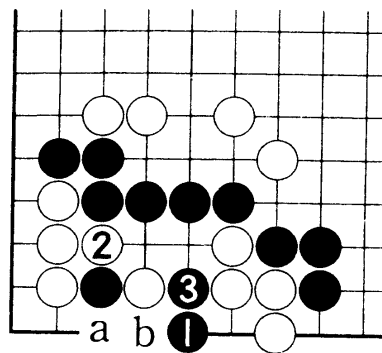


Where is the tesuji that enables Black to win the capturing race?



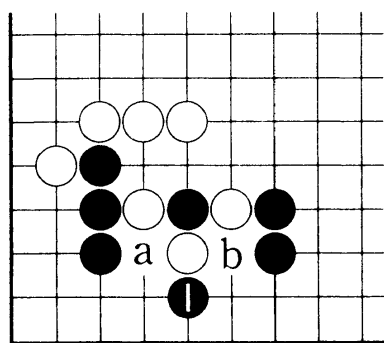
Answer 481: attaching

If Black attaches at 1, he can link up his three stones to their allies on the upper left. If White 'a' after 3, Black gets a ko by capturing at 'b'.



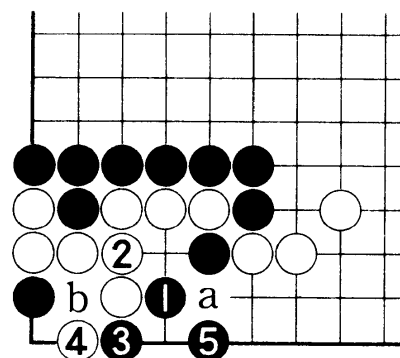
Answer 482: placement

The placement of Black 1 is a sharp move. If White 2 at 3, Black kills all of White's corner stones with the sequence Black 2–White 'a'–Black 'b'.



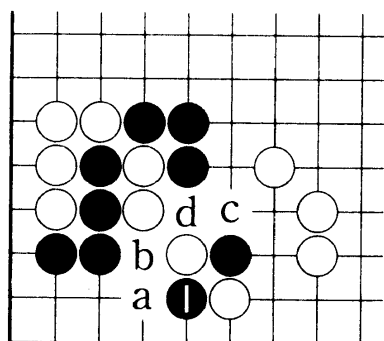
Answer 483: attaching

Black can link up his stones by attaching with 1. If Black 1 at 'a', White 'b'; if Black 'b', White 'a'.



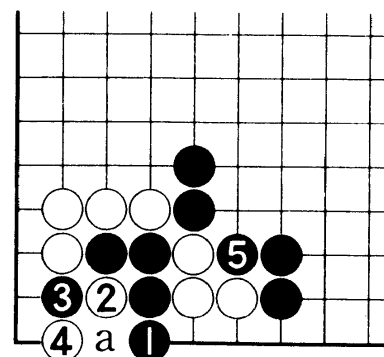
Answer 484: diagonal attachment

Black can turn the corner into a ko fight with the sequence to 5. If White 2 at 'a', Black ataris at 'b' and captures three stones.



Answer 485: cutting

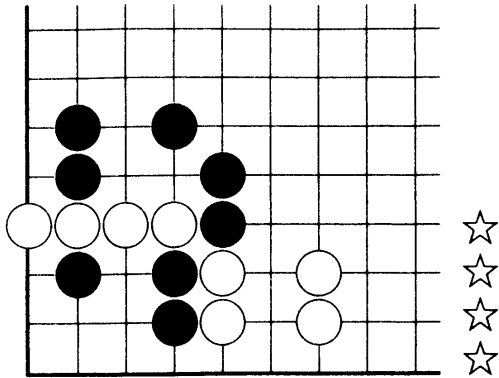
The cut at Black 1 is the tesuji. Whichever stone White ataris, Black captures two stones: if White 'a', Black 'b'; if White 'c', Black 'd'.



Answer 486: descending

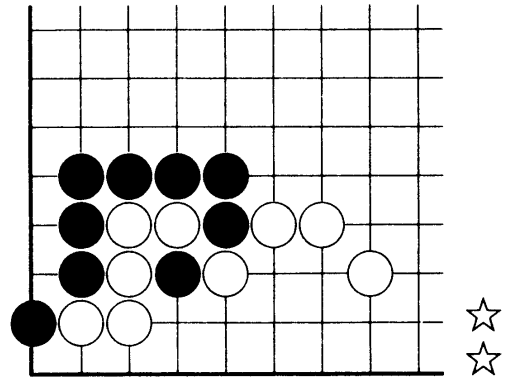
White 2 is the strongest response against the descent of 1. However, Black wins the capturing race up to 5. Black 5 at 'a' results in a ko.

Problem 487



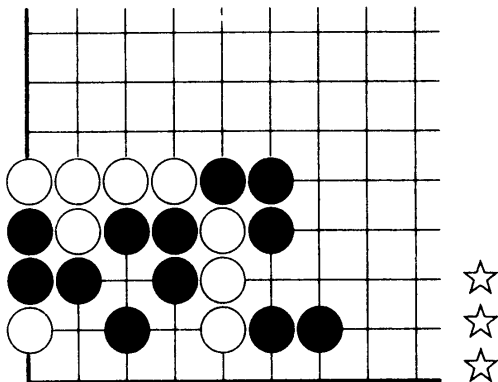
Black to kill the four white stones on the left.

Problem 488



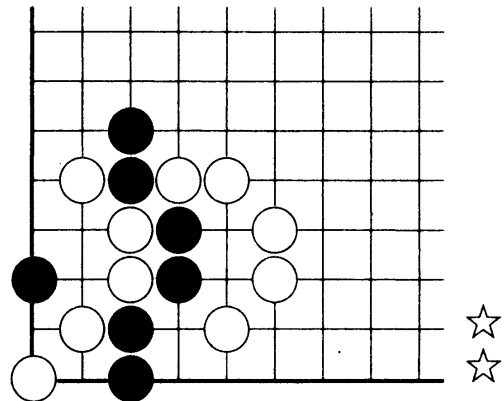
What is the best result that Black can get?

Problem 489



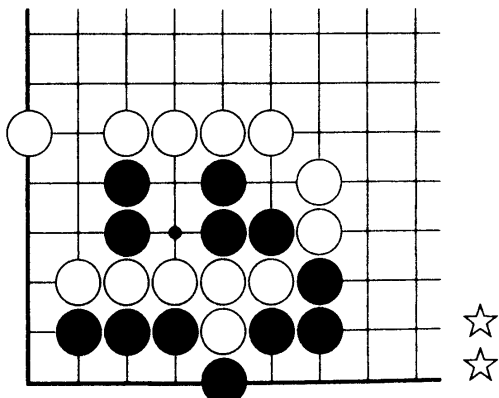
Where is the vital point for Black?

Problem 490



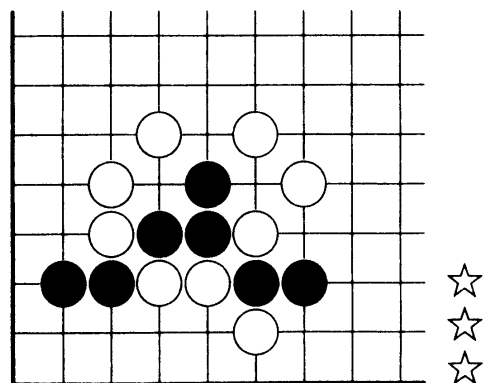
How can Black capture the white stones in the corner?

Problem 491

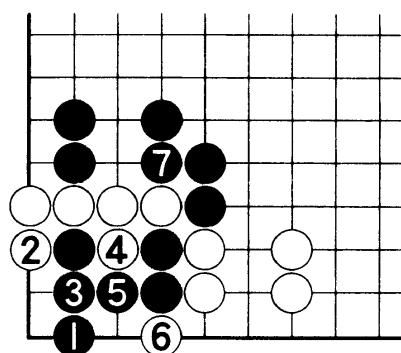


How can Black kill the six white stones in the corner?

Problem 492

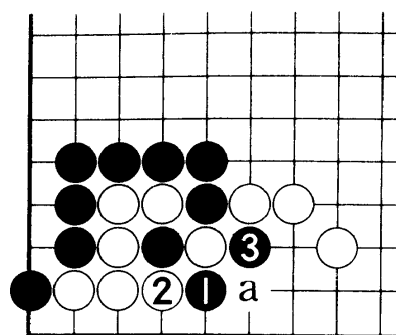


Where is the vital point to kill the three white stones at the bottom?



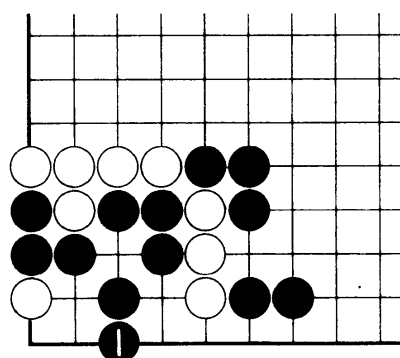
Answer 487: jumping

The jump of Black 1 is a difficult move to see. Black wins the capturing race up to 7. If Black 1 at 3, White attaches at 1 and it results in a ko.



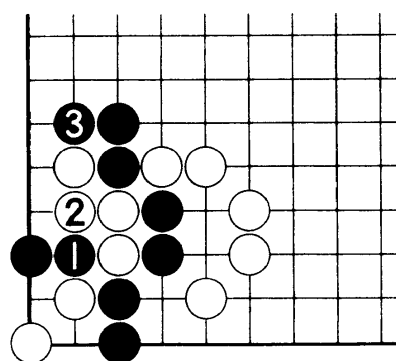
Answer 488: atari

In this position, the ko Black gets up to 3 is a big success for him. If White connects the ko, Black connects at 'a' and wins the capturing race.



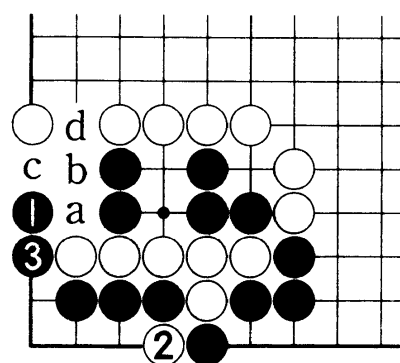
Answer 489: descending

Descending to Black 1 is a strange shape, but it is the only way for Black to win the capturing race.



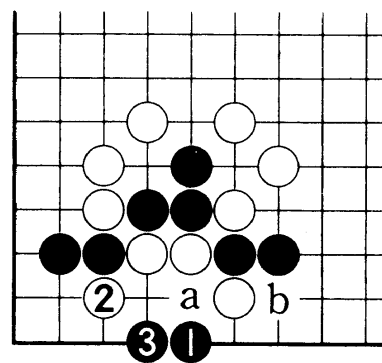
Answer 490: atari

Black first ataris with 1, then turns at 3. White is helpless: his stones on the left are short of liberties.



Answer 491: jumping

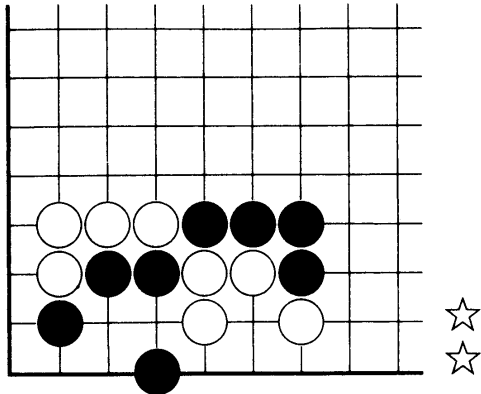
The jump of Black 1 prevents White from linking up his endangered stones. If White 2 at 'a', the sequence Black 'b'–White 'c'–Black 'd' follows.



Answer 492: placement

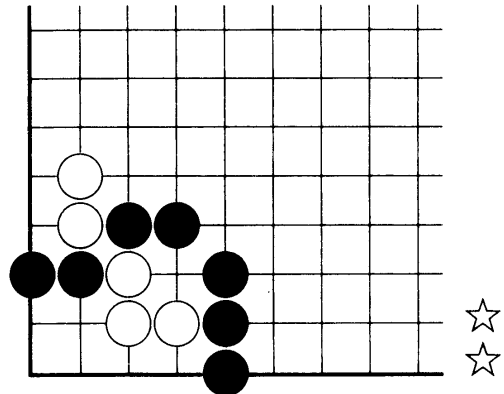
The placement of Black 1 is a surprising tesuji. Against White 2, Black 3 is also a brilliant move. If White 2 at 'a', Black 'b' also wins.

Problem 493



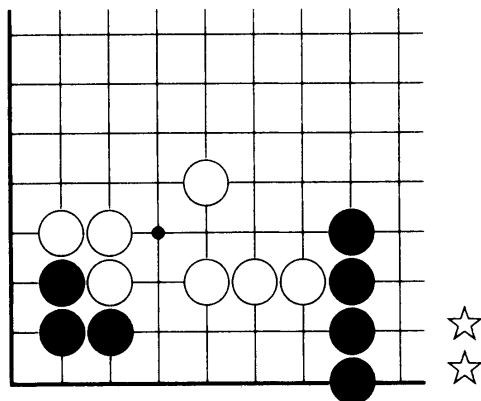
Black to kill the white stones on the bottom right.

Problem 494



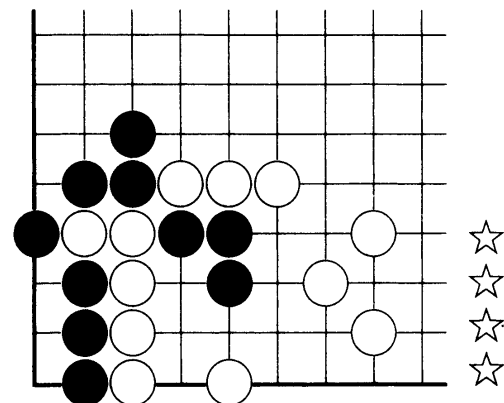
Black to kill the three white stones in the corner.

Problem 495



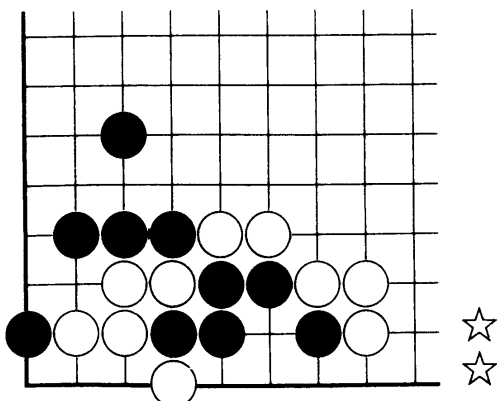
Black to link up his group on the left to the one on the right.

Problem 496



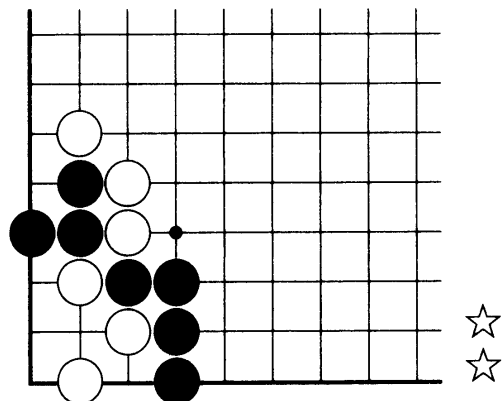
Black to rescue his three stones on the right.

Problem 497

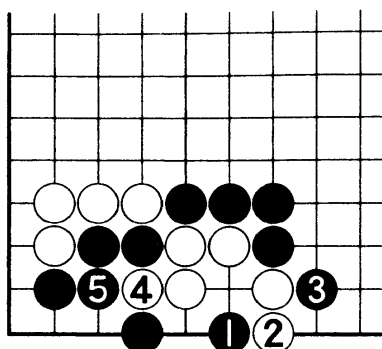


How can Black capture the white stones in the corner?

Problem 498

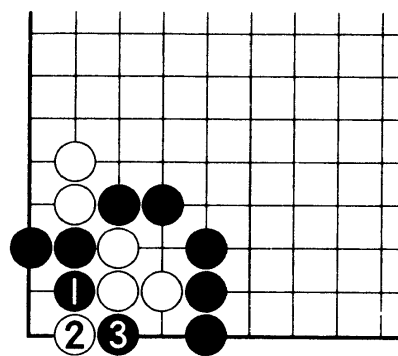


Black to kill the white stones in the corner.



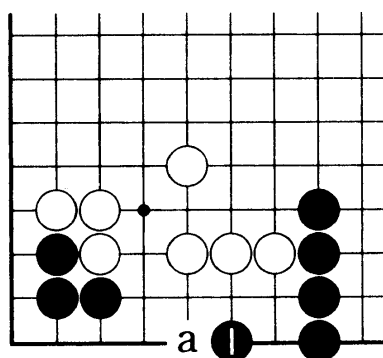
Answer 493: placement

If you see the placement of Black 1, you will get the solution to this problem. If Black 1 at 3, the sequence White 4–Black 5–White 1 will follow.



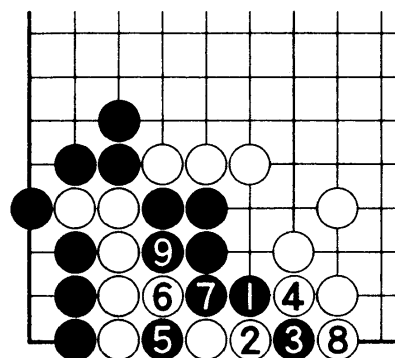
Answer 494: blocking

Black has to block with 1. If White 2, Black throws in with 3 and the fight is over.



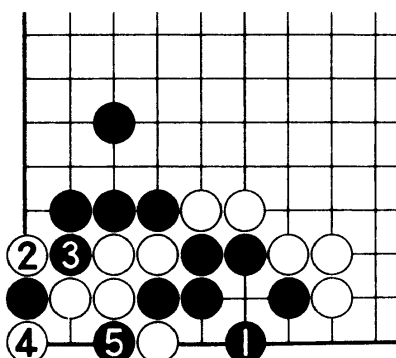
Answer 495: large knight's move

The large knight's move of Black 1 links up Black's two groups. If Black 1 at 'a', White can keep Black separated by attaching at 1.



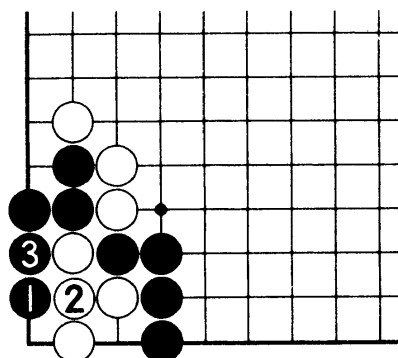
Answer 496: diagonal move

If you saw the sequence to Black 9, you are a high-level dan player. Any move other than Black 1 fails.



Answer 497: making an eye

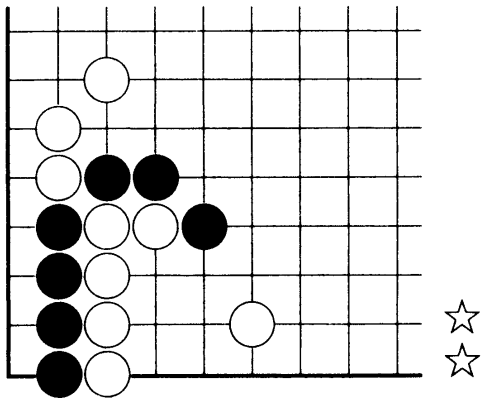
By making an eye with 1, Black's stones become invulnerable to a white attack. Black 3 and 5 prevent White from making his own eye.



Answer 498: placement

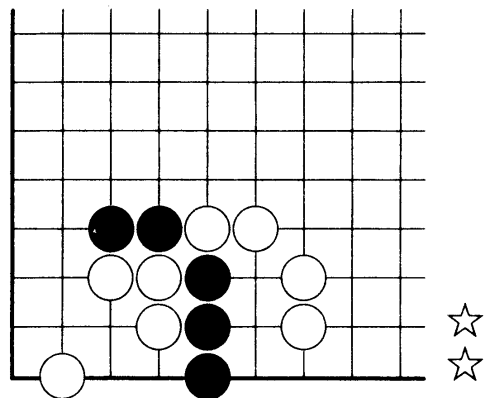
The placement of Black 1 captures White's stones. If Black 1 at 3, White ataris at 1 and a ko fight results.

Problem 499



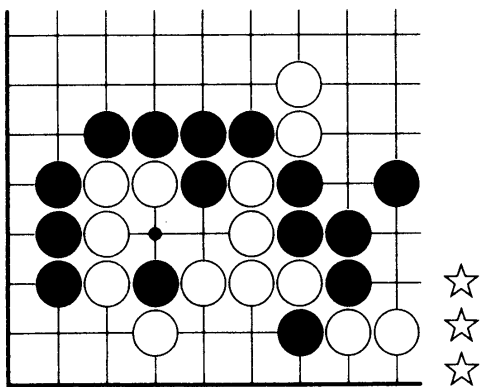
Black to kill the five white stones at the bottom.

Problem 500



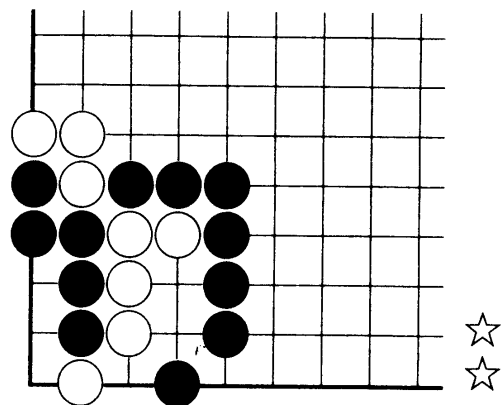
Where is Black's tesuji, enabling him to kill four white stones?

Problem 501



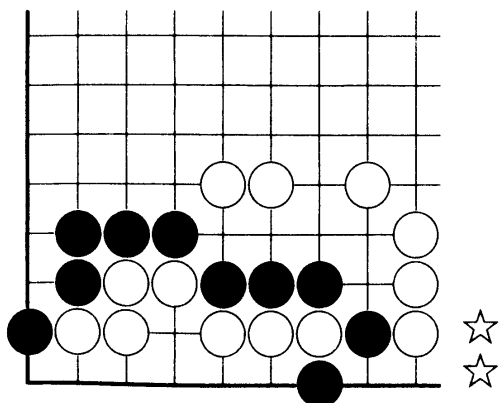
How can Black get a ko for the life of the white group?

Problem 502



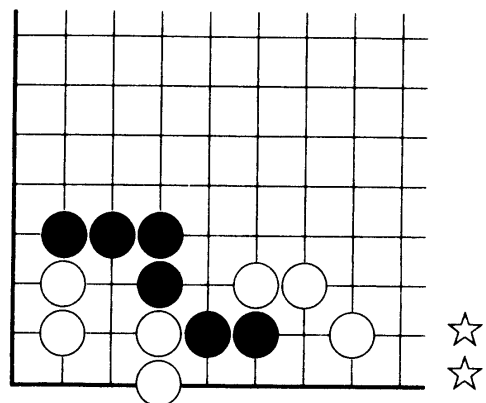
Black to kill the white stones at the bottom.

Problem 503

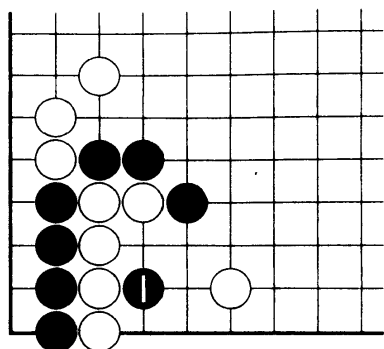


What should Black do in this position?

Problem 504

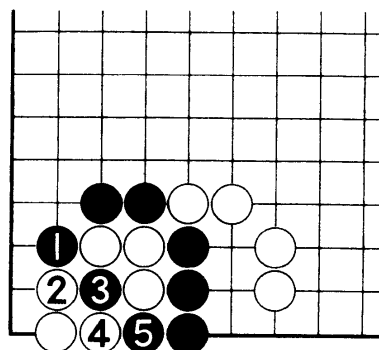


Black to capture the white stones in the corner.



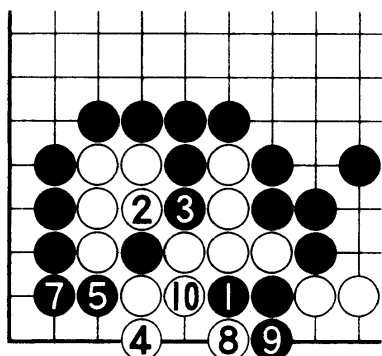
Answer 499: attaching

Attaching with Black 1 captures the five white stones. Any other move fails.



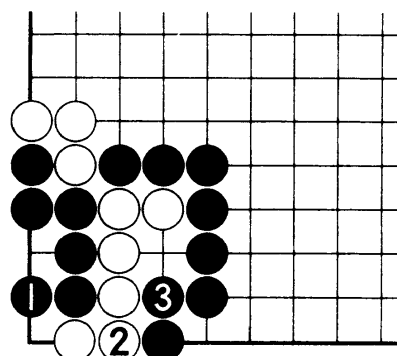
Answer 500: hane

The hane of Black 1 leaves White short of liberties. If White 2, Black 3 and 5 finish White off.



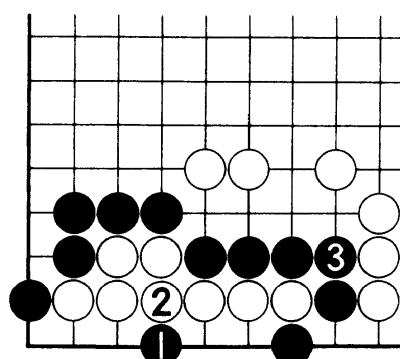
Answer 501: crawling
6: connects (under 2)

Black crawls to 1. The best White can do is to get a ko with the sequence to 10.



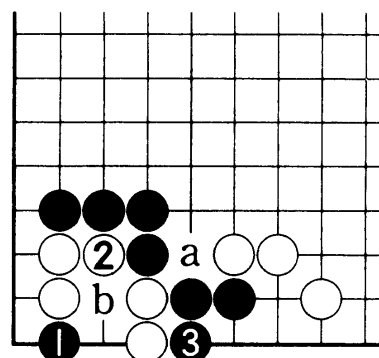
Answer 502: descending

The descent of Black 1 is a quiet move which gives him a eye. After 3, Black wins the capturing race. If Black cuts with 2, White gets a ko with 1.



Answer 503: placement

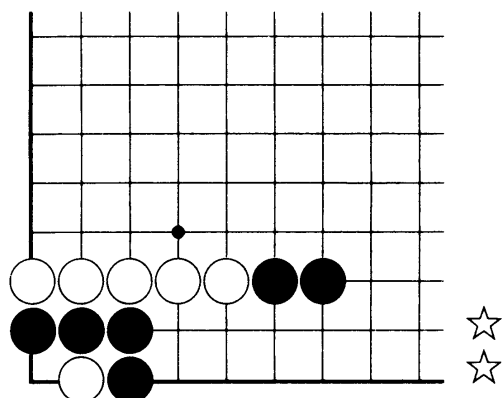
The placement of Black 1 is the tesuji. If White 2, Black connects at 3 and wins the capturing race. Therefore, White will atari at 3, letting Black capture four stones with the cut of 2.



Answer 504: attaching

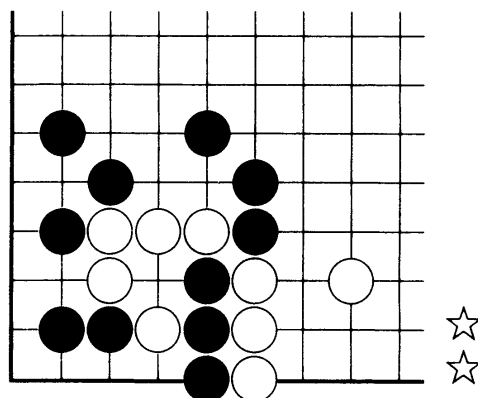
Before thinking about connecting at 'a', Black must attach with 1 and descend with 3. The points 'a' and 'b' are now *miai* for Black.

Problem 505



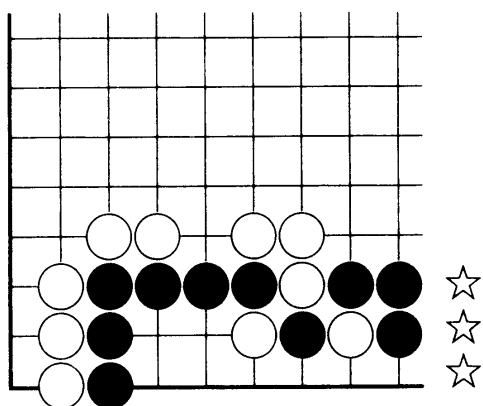
How can Black link up his group in the corner to the one on the right?

Problem 506



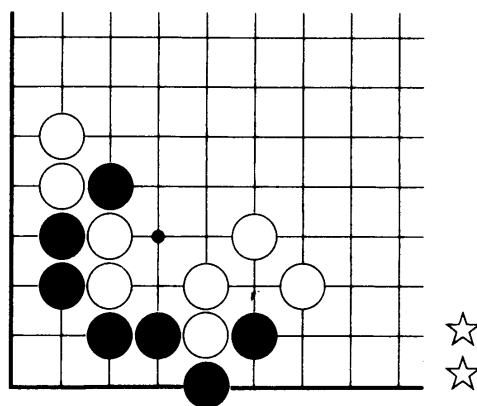
Black to kill the white stones on the left.

Problem 507



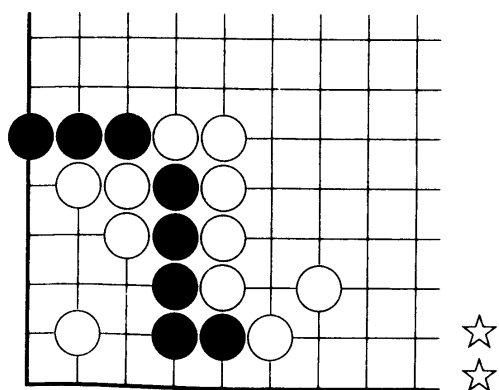
How can Black rescue his six stones on the left?

Problem 508



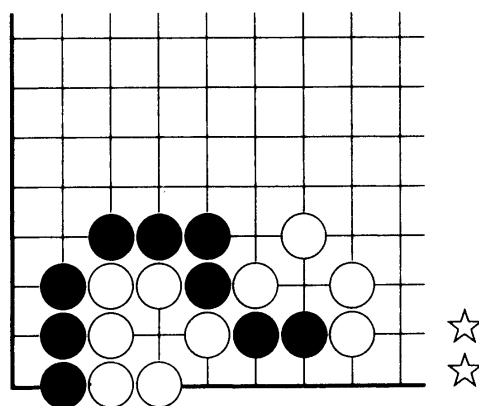
How can Black's stones in the corner break out into the center?

Problem 509

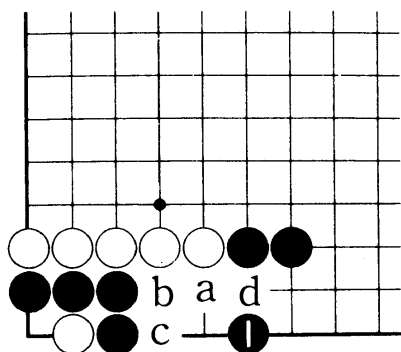


Black to kill the white stones in the corner.

Problem 510

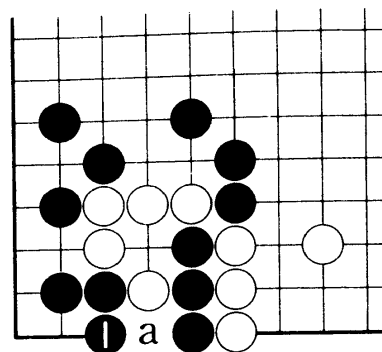


Black to start a ko fight at the bottom.



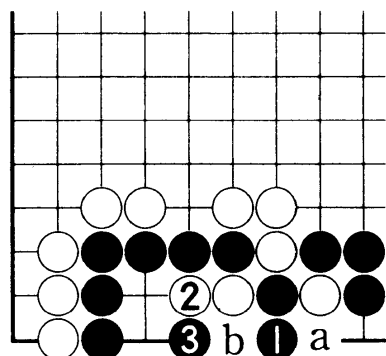
Answer 505: jumping

Jumping to 1 enables Black to link up his stones. If Black 'a', White can create a ko with the sequence White 'b'–Black 'c'–White 'd'–Black 1.



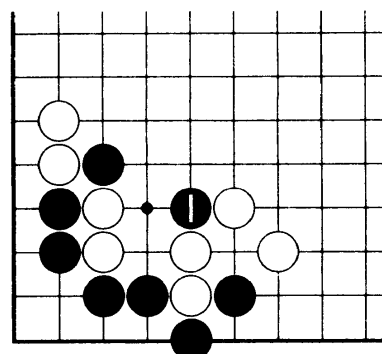
Answer 506: descending

Black 1 prevents White from playing at 'a'. If Black 1 at 'a', White throws in at 1 and the four black stones on the right will be captured.

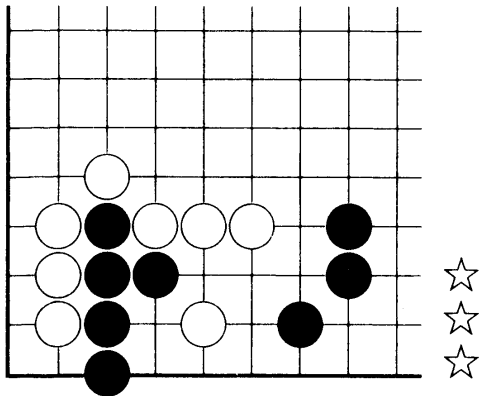


Answer 507: descending

Descending to Black 1 is an efficient move. If White 2, Black 3. If Black 1 at 'a', the sequence White 2–Black 3–White 'b' will follow.

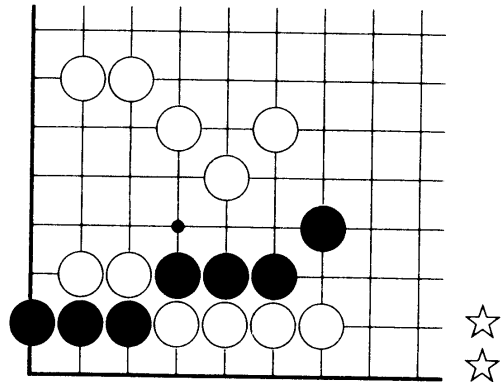


Problem 511



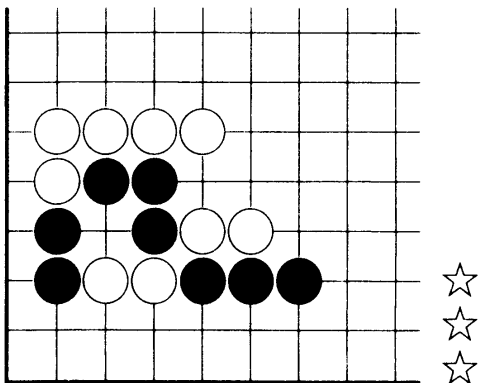
Black to rescue his five stones on the left by creating a seki.

Problem 512



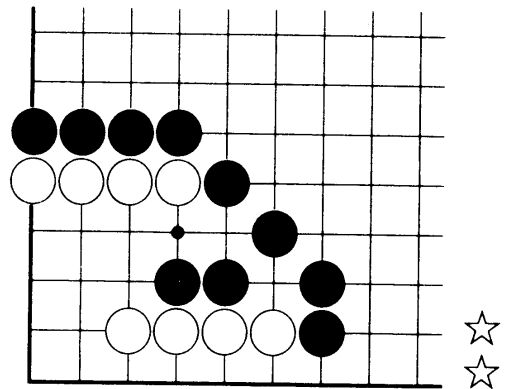
Black to capture two white stones on the left.

Problem 513



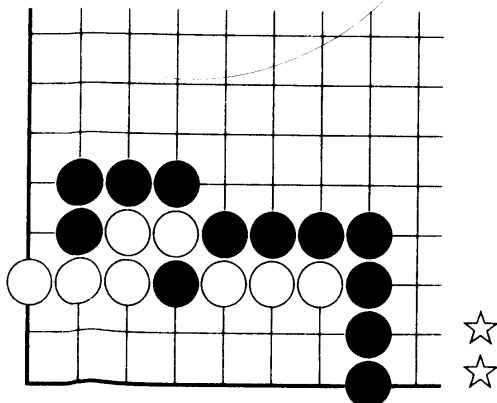
Black to capture the two white stones in the corner.

Problem 514



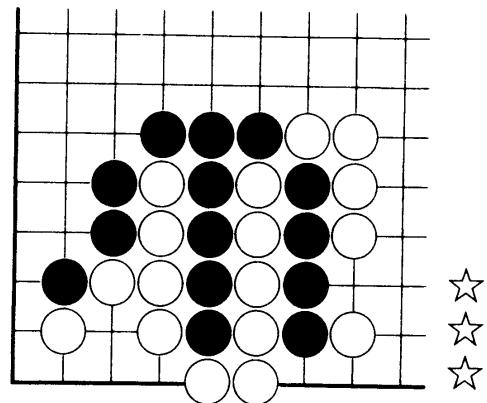
Black to capture the four white stones above.

Problem 515

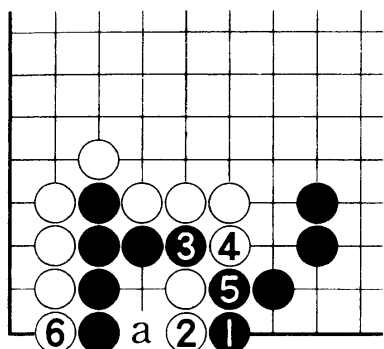


Black to play the most profitable endgame moves.

Problem 516

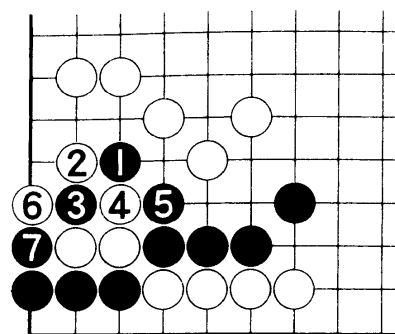


Black to play the most profitable endgame moves.



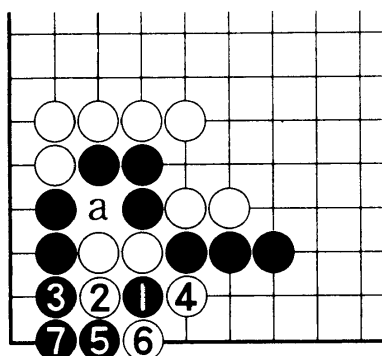
Answer 511: diagonal move

The diagonal move of Black 1 is a brilliant move. If White 2, Black cuts at 3 and his stones are alive in a seki. If Black 1 at 3 or 5, White 'a' kills the five black stones on the left.



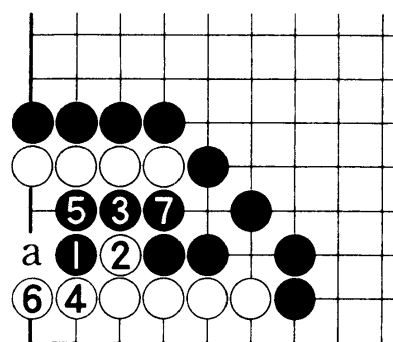
Answer 512: casting a net

Black casts a net with 1, then throws in with 3 after White 2. Black 1 at 4 will fail.



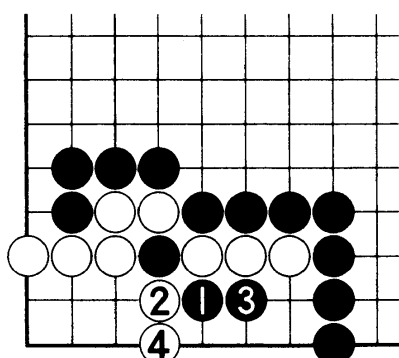
Answer 513: hane

The sequence from Black 1 to 5 prevents White from cutting at 'a'. White is also prevented from making a base from which to attack Black.



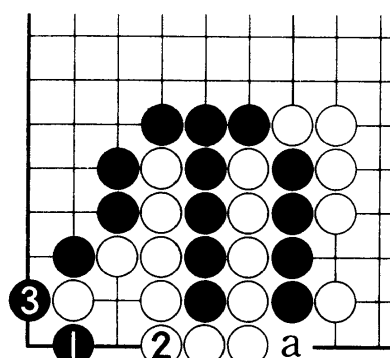
Answer 514: jumping

Black 1 captures the four white stones above. If White 2 at 4, Black captures all of White's stones with the sequence Black 2–White 'a'–Black 6.



Answer 515: hane

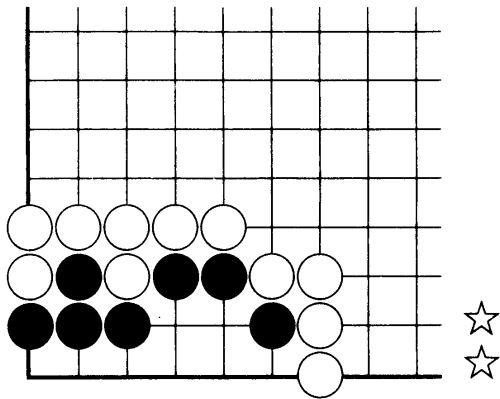
Even if it makes only a little profit, Black 1 is a success. After Black 3, White must defend the corner. Black 1 at 2 is unreasonable.



Answer 516: attaching

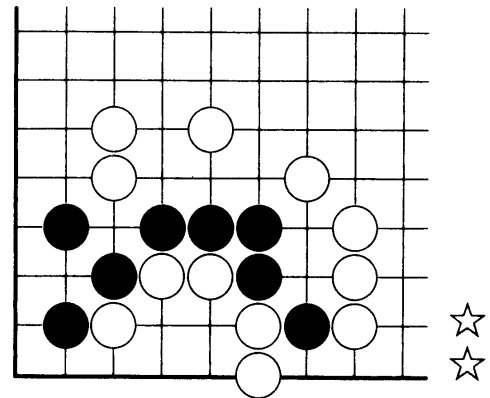
Attaching with Black 1 is a big endgame move. It next aims at the tesuji combination Black 2–Black 'a'.

Problem 517



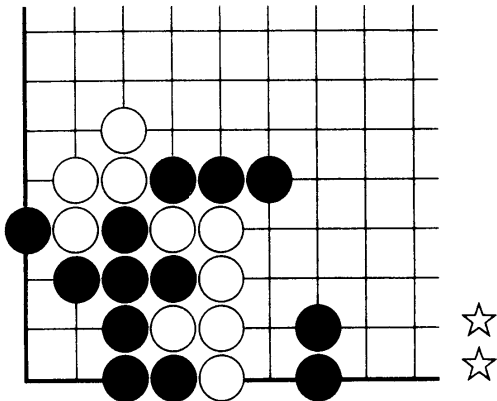
What is the most profitable way for Black to defend his stones?

Problem 518



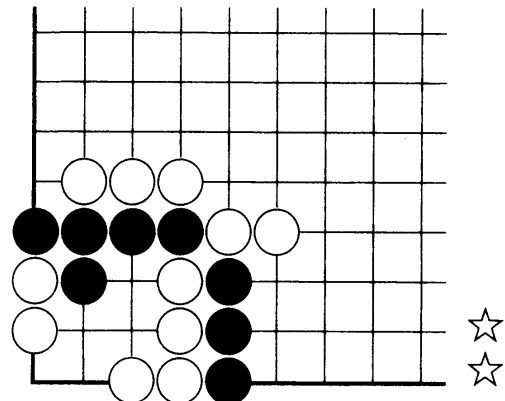
How can Black capture three white stones?

Problem 519



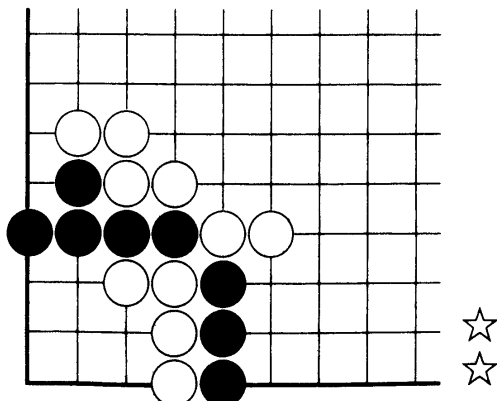
Black to capture the six white stones on the bottom right.

Problem 520



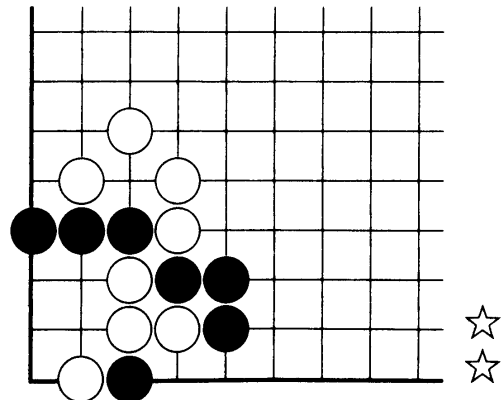
Black to capture the white stones in the corner.

Problem 521

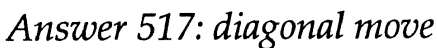


Black to capture the four white stones in the corner.

Problem 522



Black to capture the white stones in the corner.



Answer 518: atari

Answer 519: turning

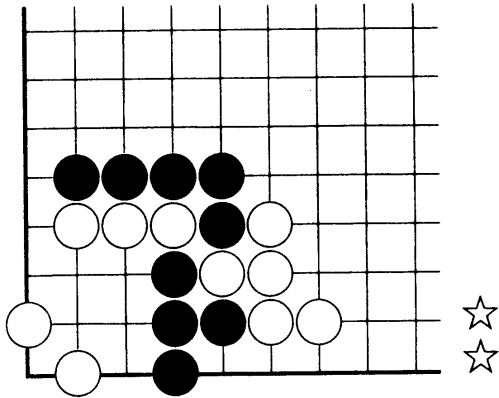
Answer 520: attaching

Answer 521: blocking

Answer 522: cutting

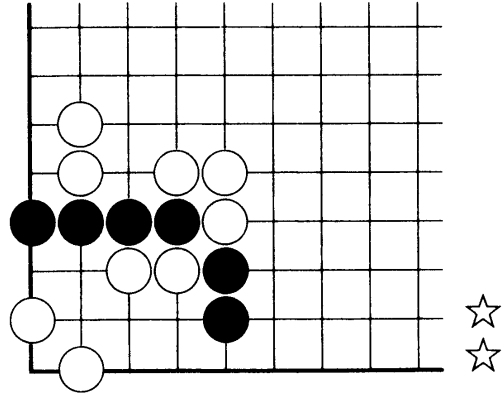
— 176 —

Problem 523



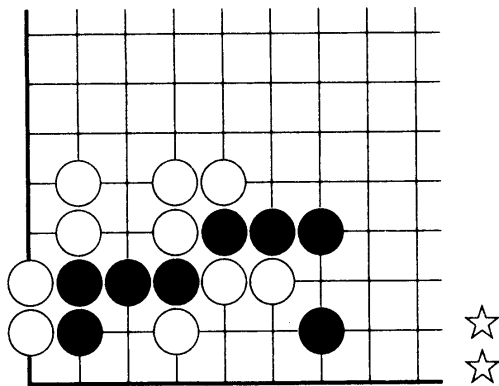
Black to capture the white stones in the corner.

Problem 524



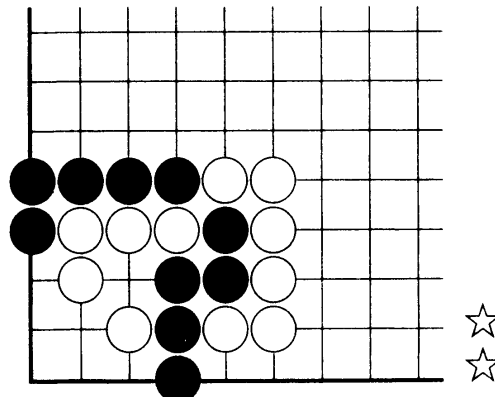
Black to capture the white stones in the corner.

Problem 525



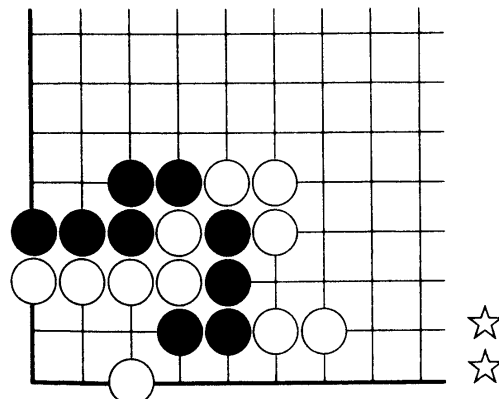
Black to rescue his four stones in the corner.

Problem 526



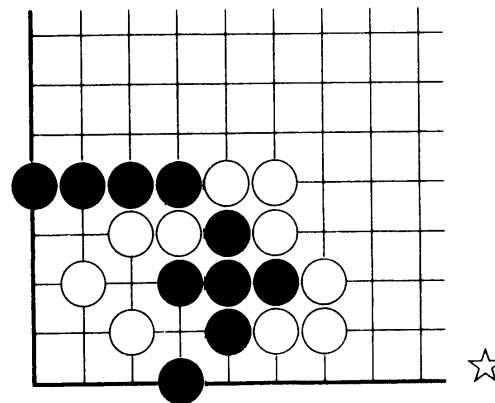
Where is the tesuji which enables Black to capture five white stones?

Problem 527

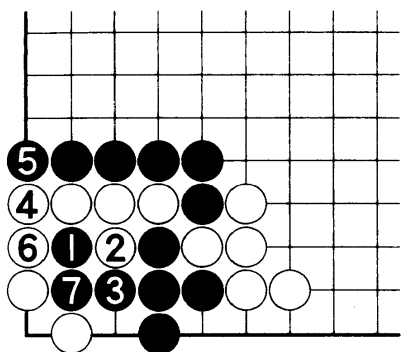


Black to capture the white stones in the corner.

Problem 528

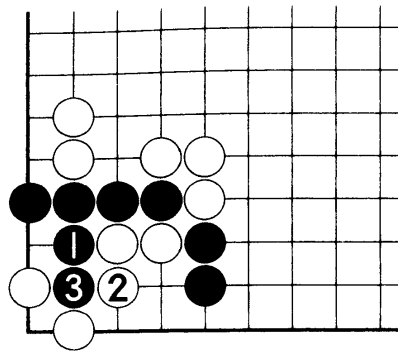


Black to capture the white stones in the corner.



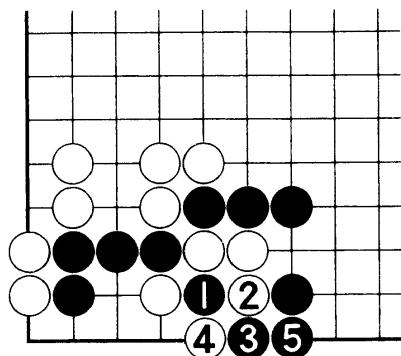
Answer 523: attaching

The attachment of Black 1 is the way to attack the three white stones. Up to 7, White is unable to make any eyes.



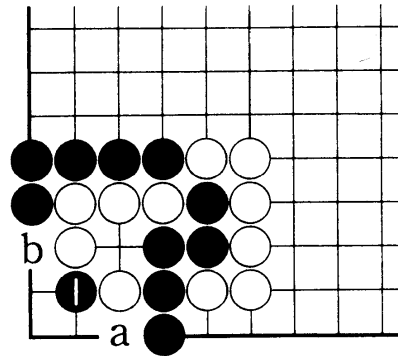
Answer 524: pushing through

Black 1 is the only move. If Black 1 at 2, White will be able to make an eye in the corner and Black will lose the capturing race.



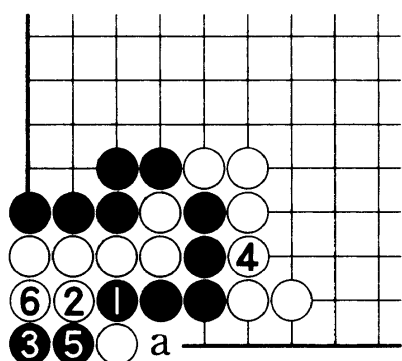
Answer 525: cutting

The cut of Black 1 is the vital point of this capturing race. After Black 3 and 5, White is lost.



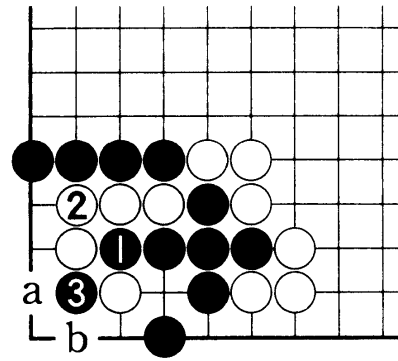
Answer 526: inserting

Black 1 is a sharp tesuji. Any other move loses. If White responds with 'a', Black ataris with 'b'.



*Answer 527: pushing through
7: at 5*

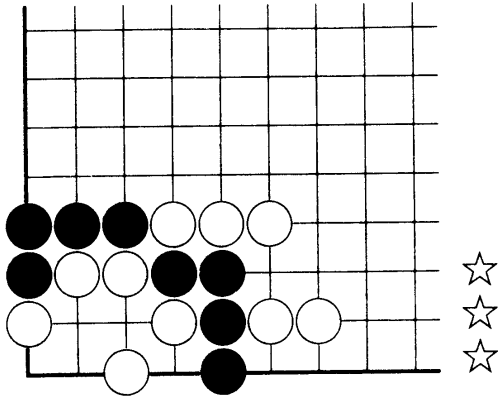
The tesuji combination of Black 1 and 3 captures White's stones. If Black 3 at 'a', White 3 starts a ko.



Answer 528: cutting through

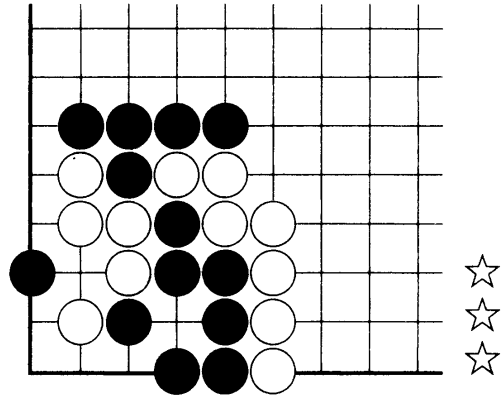
The tesuji combination of Black 1 and 3 captures White's stones in the corner. Whichever way White ataris, at 'a' or at 'b', Black wins.

Problem 529



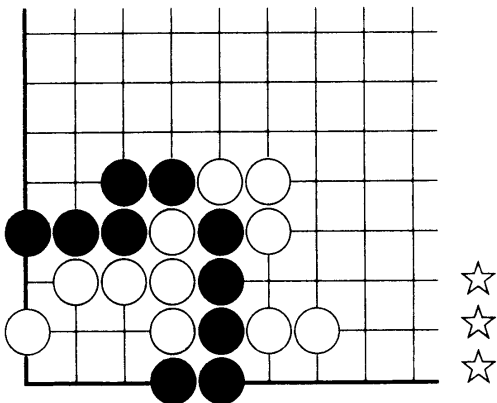
Black to capture the white stones in the corner.

Problem 530



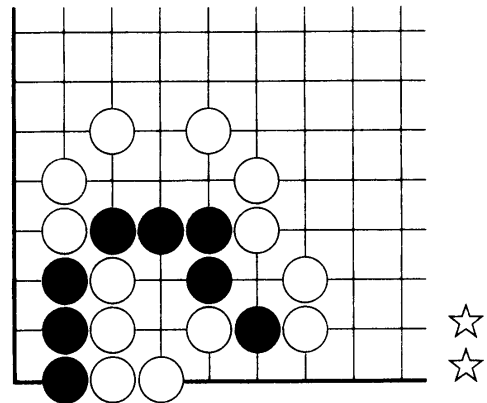
Black to capture the white stones in the corner.

Problem 531



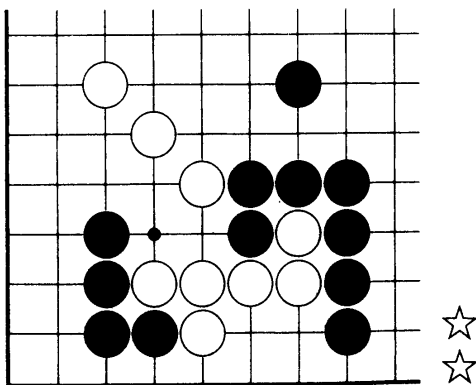
Black to capture the white stones in the corner.

Problem 532



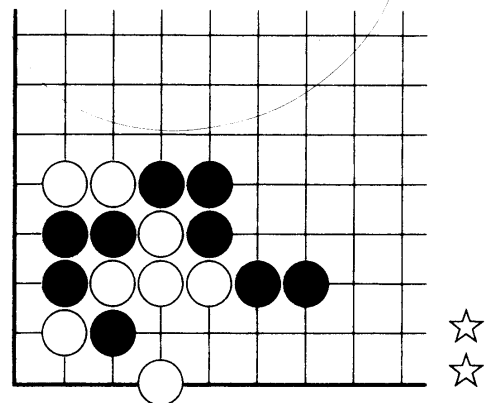
Black to rescue his three stones in the corner.

Problem 533

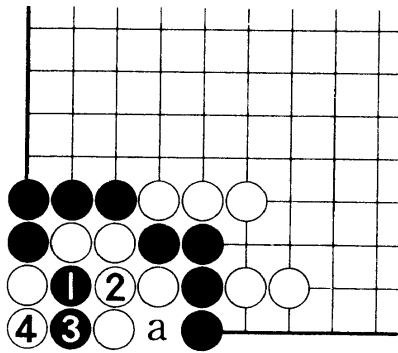


Black to capture the six white stones at the bottom.

Problem 534

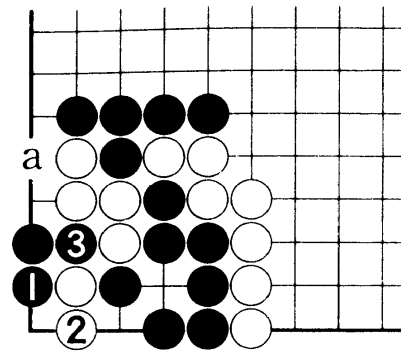


Black to capture the white stones in the corner.



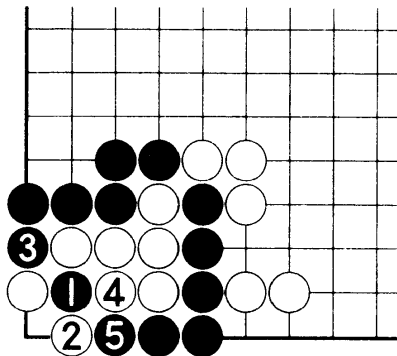
Answer 529: atari
5: throws in at 1

Black sacrifices two stones with the ataris of 1 and 3. If Black 1 at 'a', it becomes a ko.



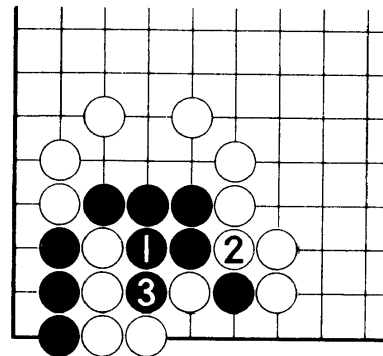
Answer 530: crawling

Crawling at 1 is the tesuji. If White 2, Black cuts at 3 and White finds himself short of liberties. If Black 1 at 'a' or 2, White plays at 1 and a seki results.



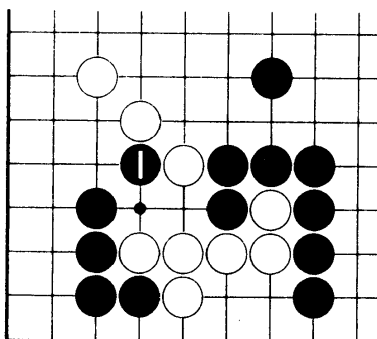
Answer 531: inserting

Black 1 is the vital point. If Black 1 at 2 or 5, White will play at 1 and it becomes a seki.



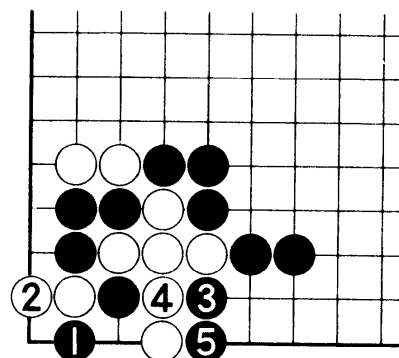
Answer 532: connecting

Even though Black 1 makes bad shape, it is the only move. Any other move loses.



Answer 533: diagonal attachment

The diagonal attachment of Black 1 creates two cutting points in White's position, so he is unable to link up his stones to the outside.



Answer 534: atari

Black first ataris at 1. After Black 3 and 5, White can't capture because of a snapback.

The Kiseido

GET STRONG AT GO SERIES

A series of problem books covering every phase of the game from the opening to the endgame. Each book contains 170 or more problems ranging in difficulty from elementary to advanced. Thus, they can be used by players ranging in strength from 20-kyu to dan-level. By studying go in this problem format, you will not only learn basic principles as to why moves are made but also train yourself in thinking through and analyzing positions. You will encounter a great many of the same or similar patterns that will arise in your own games. We guarantee that diligent study of this entire series will lay the foundation for becoming a truly strong player.

Volume 1: Get Strong at the Opening

Volume 2: Get Strong at Joseki I

Volume 3: Get Strong at Joseki II

Volume 4: Get Strong at Joseki III

Volume 5: Get Strong at Invading

Volume 6: Get Strong at Tesuji

Volume 7: Get Strong at Life and Death (In preparation)

Volume 8: Get Strong at the Endgame (In preparation)

Volume 9: Get Strong at Handicap Go (In preparation)

Volume 10: Get Strong at Ko (In preparation)

Other Books on Go available from Kiseido

Introductory and General

The Magic of Go: A Complete Introduction to the Game of Go, by Cho Chikun

The Go Player's Almanac, edited by Richard Bozulich

Go: An Asian Paradigm for Business Strategy by Miura Yasuyuki

Elementary Go Series

Volume 1: In the Beginning, by Ishigure Ikuro

Volume 2: 38 Basic Joseki, by Kosugi Kiyoshi

Volume 3: Tesuji, by James Davies

Volume 4: Life and Death, by James Davies

Volume 5: Attack and Defense, by Ishida Akira and James Davies

Volume 6: The Endgame, by Ogawa Tomoko and James Davies

Volume 7: Handicap Go, by Nagahara and Richard Bozulich

Elementary Books

The Second Book of Go, by Richard Bozulich
Basic Techniques of Go, by Nagahara and Haruyama

Intermediate Books

Strategic Concepts of Go, by Nagahara
The 3-3 Point: Modern Opening Strategy, by Cho Chikun

Advanced Books

Dictionary of Basic Joseki, Volume 1, by Ishida Yoshio
Dictionary of Basic Joseki, Volume 2, by Ishida Yoshio
Dictionary of Basic Joseki, Volume 3, by Ishida Yoshio

Game Collections

Invincible: The Games of Shusaku, edited and compiled by John Power
Appreciating Famous Games, by Ohira Shuzo
Tournament Go 1992, edited and compiled by John Power

Go World

A quarterly magazine covering the world go tournament scene. Contains instructional articles for beginners to advanced players.

A free catalog and price list of books and go equipment are available by writing to the following companies.

North America

Kiseido, 2255 - 29th Street, Suite 4, Santa Monica, CA 94903-3618;
Tel: 1-800-988-6463; FAX 1-310-392-7598; e-mail: kiseido@crl.com

Europe

Schaak en Gowinkel het Paard, Haarlemmerdijk 147, 1013 KH
Amsterdam, Holland; Tel: +31-20-624-1171; FAX: +31-20-627-0885.

Direct from Japan

Kiseido Publishing Company, CPO Box 2126, Tokyo.
FAX +81-467-57-3066;

e-mail #1: SGT00076@niftyserve.or.jp e-mail #2: kiseido@labnet.or.jp
Visit our homepage on the WorldWideWeb:

<http://www.labnet.or.jp/~kiseido>

Get Strong at Tesuji

All professionals agree! The fastest way to become strong at go is to constantly study tesuji and life-and-death problems. But they also advise you not to study difficult problems. Easy problems, they say, are the most beneficial, even for dan-level players. **In other words, quantity of problems studied rather than difficulty is the key to becoming a strong player.** In this way, you will familiarize yourself with the key moves in all kinds of patterns, thereby developing your tesuji intuition and zeroing in on the vital points in your own games.

Now the perfect book for studying tesuji is available. Aimed at the player who has just learned the rules and played a few games, *Get Strong at Tesuji* contains 534 basic problems and is guaranteed to develop your tesuji intuition to the level of a dan-player. The problems are divided into three levels of difficulties: easy (25- to 10-kyu), intermediate (10- to 5-kyu), and advanced (5- to 1-kyu). There are also a few dan-level problems toward the end of the book so that you can judge your progress after tackling the other problems.